Third Impression

THE MIDDLE GAME IN CHESS

by

EUGENE ZNOSKO-BOROVSKY

AS all chess-players know, the middle game is at once the most complicated and the most important part of the game; it is, in fact, *the* game, to which the opening leads up, and from which the ending results. On account of the difficulty of discovering a method of teaching it, it has hitherto been neglected to a great extent in chess treatises. The well-known Russian master, MR. ZNOSKO-BOROVSKY, however, believes that, as a result of studies extending over many years, he has found a satisfactory method of teaching it.

His book is divided into three parts. Part I deals with the game in general, its elements, and the chessmen. Part II is devoted to the Middle Game, including the questions of the valuation of positions, the construction and execution of plans, and the analysis of the three groups of positions, superior, inferior, and equal. In Part III many examples are given illustrating the general truths mentioned in the preceding parts.

The volume contains a hundred diagrams.

For Messrs. Bell's other books on Chess see list at end of volume

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THE MIDDLE GAME IN CHESS

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BY
EUGENE ZNOSKO-BOROVSKY

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CONTENTS

PAGE

PREFACE IX

PART I

GENERAL OBSERVATIONS ON THE GAME OF CHESS

CHAP. PAGE

I. THE ELEMENTS OF CHESS 1
Space 2
Time 10
Force 12

II. THE PIECES AND THEIR CONTROL 28
Pawns 28
The King 38
Queen, Knight, Rook, and Bishop 41

III. THE ESSENTIALS OF THE GAME:
Gain in Force, Space and Time 50
Threats 55

IV. GENERAL REMARKS ABOUT THE OPENING 61

PART II

THE MIDDLE GAME

I. GENERAL REMARKS ABOUT THE MIDDLE GAME . . . 65
Valuation of Position 67
Construction and Execution of the Plan . . . 80

II. SUPERIOR POSITIONS 110
Introductory 110
Advantage in Force 116
Advantage in Time 123
Advantage in Space 131

III. INFERIOR POSITIONS 142
Introductory 142
Inferiority in Force 146
Inferiority in Time 150
Inferiority in Space 156

IV. EQUAL POSITIONS 163

PART III

EXAMPLES

CHAP.		PAGE
I.	Introductory Remarks	185
II.	Manœuvres	187
1.	Manœuvres on the Whole Board	187
2.	Manœuvres in the Centre	188
3.	Manœuvres on the Wings	189
4.	Manœuvres with Pawns	190
III.	Attack	192
1.	The Attack in the Centre	192
2.	Centre Attack combined with Wing Attack	193
3.	The Attack on King standing in the Centre	195
4.	The Attack on both Wings	197
5.	The Attack on the King's Side Castling	198
6.	Pawn Sacrifice for the Opening of the Files	200
7.	Breaking up by Pawns of the Hostile Pawn-Position	201
8.	The Storm by the Pawns	202
9.	The Attack with the Bishops	203
10.	The Attack with the Knights	204
11.	The Attack on the Queen's Side Castling	205
IV.	Defence	207
1.	Passive Defence	207
2.	Passive Defence changing to Counter-Attack	209
3.	Counter-Attack	210
4.	Defence by means of Counter-Combination	212
V.	The Counter-Battle	214
1.	The Counter-Battle in the Centre	214
2.	The Counter-Battle in the Centre and on the Wing	216
3.	The Counter-Battle on different Wings	217
4.	The Counter-Battle on the same Wing	219
5.	The Counter-Battle over the Whole Board	221
	Conclusion	223
	List of Illustrative Positions from Actual Play	225

PREFACE

It is impossible to refrain from wonder that the middle game in chess, *i.e.*, the most important and decisive part of the game, its very essence, has up to now been scarcely studied at all, and that there is practically no book specially devoted to it. At a time when the opening and the end game have been worked out in detail, the middle game is not an object of theoretical studies, and there are only the practical games and their analysis to guide the player. Consequently the student of the text-books, who learns scores of "variations" by heart, remains quite at a loss during the middle game. The books furnish him with no weapons to give him confidence in the actual battle; and hardly has he left the opening when he finds himself entirely on his own.

Such an abnormal state of affairs has induced me to occupy myself for a long time with the theoretical study of the middle game. There was no question for me, Is such a study possible? Why, I should like to know, should that question arise? To me the study seemed not only very desirable, but also quite necessary. My only doubt was how to begin it and how best to carry it out. Everything had to be created. There was not even a classification, which is the basis of all science; and the mass of raw material—the endless number of annotated games—alarmed me by its immensity.

As I pursued my study, I saw very clearly that the middle game in chess is chess itself. Chess is neither the ending, which may often be reduced to a mere arithmetical calculation, nor the opening, which, starting from a constant set position, develops the forces by an involuntary following of beaten paths. The middle game, I repeat, is chess itself; chess, with all its possibilities, its attacks, defences, sacrifices, etc. If, therefore, there is a theory of the game, not as a conglomeration of different variations, but as a system of general concrete realities based on objective facts, then the theory of the middle game will present no special difficulties.

Up to now no such theory has existed. The discussions with regard to the middle game were still in the air. The theory which was right for one position might be quite wrong for another. Where could be found the basis of agreement, to compel assent? Thus I came to the conclusion that it was first of all necessary to study the game of chess in general, the game founded on objective facts.

From my point of view, such a study of chess in general has been scanty. There are many excellent works, giving so detailed an analysis of games that they might almost be considered text-books for the middle game. But all their observations are unsystematic, and the main interest is centred in the openings. The fact of the arrangement of the games under the openings is a proof of this. There is a vast number of variations of openings and end games, but no dealing in detail with the chief elements of chess, their qualities, etc. It is sufficient to point to the fantastic ideas prevailing about the Knight's move.

The task which I have undertaken is one of great dimensions. More than ten years ago I was enabled to publish several of my studies in various Russian and foreign magazines and chess columns; but that was all. Other duties prevented me from carrying out my idea; and only now have I been able to return to the work.

A stroke of good luck helped me. I read in *The British Chess Magazine* a report of a lecture by J. R. Capablanca, in which he spoke of the possibility and the need of theoretical study of the middle game. This led me to correspond on the subject with my friend, Philip W. Sergeant, a talented player well known to British chess-lovers, who showed a lively interest in my proposal, and, after receiving a detailed plan of my work, undertook to deal on my behalf with the publishing firm of G. Bell & Sons, who took a kind interest in the scheme, which I, as a foreign chess-player living in exile, very greatly appreciate.

So my book came into being. The reader will not think it is perfect. I know its faults better than anyone, but may apologise for them as follows. A great number of books,

comprising thousands of pages, are devoted to the opening and the end game. How then could a small work of 226 pages deal fully with so big a subject as the middle game? Consequently I had to limit myself, and leave undealt with many important questions. I am indicating only the main lines; but a detailed study is needed of my facts. Whereas I, when discussing Superior Positions, have given 6 games, I should have given 60, by grouping which I could have thoroughly exhausted the subject of superiority in position in all its varieties. Similarly I am compelled to deal very briefly with such matters as how to handle certain positions, how to make use of one's advantages and overcome one's weaknesses, and so on.

The great mass of books on the opening and the end game may be divided according to their readers. Some are addressed to beginners, some to inexperienced, and the rest to skilled players. I could not make a distinction of this kind, and my book contains, therefore, facts both known to everyone and such as will not, I hope, be superfluous to point out even to the strong player. I do not confine myself merely to practical rules which will make the game easier for the beginner. I treat chess as a mathematical problem and as an artistic, subject. My study leads to a better understanding of chess which I believe will do no harm to the player when he makes a personal study of the game.

Finally, having had no forerunners in the systematic study of the middle game, I have consequently had to create everything for myself. I know the shortcomings of this first attempt, and my only wish is that my book may encourage others to devote attention to the middle game instead of tedious opening variations and meaningless end games. I look forward in the future, in the place of separate treatises on the Ruy Lopez or the Queen's Gambit Declined, to studies of the attack against a King castled on the Queen's side, the defence against a passed Pawn, the manœuvres of the pieces in the centre, etc.

Some defects in my book are due to my having been deprived of my library. Not having the necessary works, I was

unable always to select the best examples; I know that in many cases I might have chosen better.*

As regards the plan of the work, it is quite logical, and will cause no surprise to the reader of the preceding lines. In Part I, I speak of the game in general, of its elements, and of the chessmen.

Part II is devoted to the Middle Game, including the questions of the valuation of positions, the construction and execution of plans, and the analysis of the three groups of positions—superior, inferior, and equal.

In Part III are given many examples illustrating the general truths mentioned in the preceding parts.

I venture to give my intending readers a piece of advice: not to look on the book as one to be read in the train, but as one to be studied seriously and attentively or not to be read at all. The analysis of certain positions takes 17 pages. Many pages are given to the empty chessboard, since I wished to make everything perfectly clear, so that the reader might comprehend the basis of the game and grasp the real and uncontrovertible facts of play. The book is the logical outcome of unified thought, and he who skips one or two pages will miss the necessary links. The reader must, therefore, devote his utmost patience and attention to the beginning of this work.

While writing my book I communicated the various parts of it to that fine Russian chess-master, Dr. O. S. Bernstein, who was very much interested in it and urged me to continue it. The translation has been revised by Mr. P. W. Sergeant. To them I offer my hearty thanks. And if I bitterly regret the unfortunate circumstances which prevent me from seeing my work printed in my own language, I think with gratitude of the country which gives it its first welcome. If it proves of service and brings some pleasure to the chess-players of Old England, that will be my best token of thanks for her friendly hospitality!

EUGENE ZNOSKO-BOROVSKY

*I am greatly indebted to the writings of Capablanca and to Dr. Tarrasch's *Die Moderne Schachpartie.*

THE MIDDLE GAME IN CHESS

PART ONE

GENERAL OBSERVATIONS ON THE GAME OF CHESS

CHAPTER I

The Elements of Chess

Chess, the most profound of all existing games, develops in accordance with rigid laws, admitting of no exception, like those of mathematics or mechanics. If we do not perceive the operation of these laws in every game, it is because chess is played by people who introduce into it their own creative ideas as well as their weaknesses and mistakes. But the very mistakes are the occasion for the greater triumph of the laws, since their action is never so clear as when they are broken or forgotten by one of the players. Then they sternly avenge themselves for a momentary forgetfulness and punish the player with inevitable loss. Where, on the contrary, the laws of the game are followed logically and unerringly, we have before us the finest examples of the art of chess.

Chess derives its laws and its qualities from its own component parts, which manifest its character and dictate its laws. The elements of chess are :—

(1) Force, which is displayed in the chessmen, or pieces, and acts in

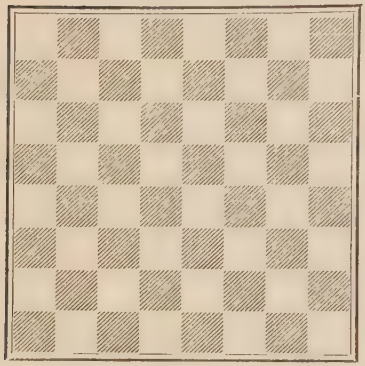
(2) Space, represented by the chessboard, and

(3) Time, developing with the moves.

The whole game is a combination of these three elements, and without a previous study of them it is impossible to know the game. (2) and (3) may be considered first.

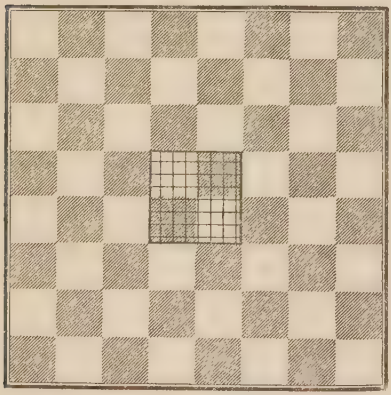
Space

Diagram I.



The space in which a game of chess takes place is bounded by the board, an equilateral rectangle divided into 64 equal small squares (See Diagram I.). This ideal geometrical figure makes possible the operation of laws not merely logical but mechanical. All the squares are alike; there is no special property in one or another of them. The variation of colour is without significance and does not influence the game. Colour is only a matter of convenience for the eye in the practical conduct of the game. There is, however, a certain difference between the squares arising out of their position on the board. Just as in a circle we recognise a difference between the centre and any point on the circumference, so too we find a difference between the various squares on the chessboard.

Diagram II.



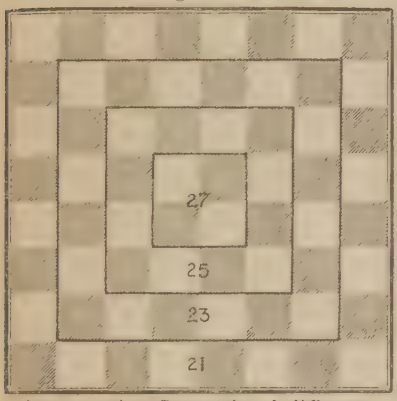
The Centre of the Chessboard.

The chief difference, which can easily be appreciated, is between the centre squares and those at the edges of the board. This springs firstly from the fact that the centre squares are in close proximity to all the others, while those

on one edge of the board are distant from those on the opposite edge. Therefore to hold the central position is practically to have control of the whole board, since from the centre help can be extended to any point in the event of attack. From the centre, also, an attack can be begun against any point in the enemy's position.

Secondly, the central squares are surrounded by others, whereas on the edges the squares have no neighbour at all on one side. Any piece in the centre of the board, therefore, can exert its influence all round, whereas a piece at the edge has limits to its action. As we shall see later on, each piece has a special force; but this force alters in accordance with varying conditions, and above all the square on which the piece is placed is of importance. It is obvious that the more limited the space the smaller is the power of the piece. That is to say, the nearer the piece is to the centre, the more power it has; and, the further it is from the centre, the weaker it is. It is of great advantage, therefore, to hold the central squares with one's pieces.

Diagram III.

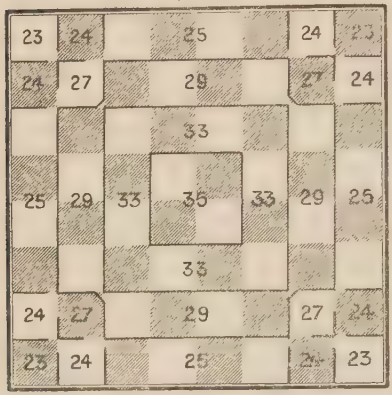


Comparative Strength of different squares.

If we take the four middle squares as the centre of the board (See Diagram II.), these will be the most valuable squares. As we gradually go towards the edge of the board, the weaker the squares become, and their strength diminishes proportionately, the outside squares being the weakest. It is quite possible to make a fairly close comparative estimate of the value of the squares, founded merely on the number of squares which are in the same line with them. Looking at their position on the vertical, horizontal, and diagonal lines, we get certain "belts" of squares, the values of which are shown by the numbers 27, 25, 23, 21 (See Diagram III.). If we also

take into consideration the possibility of the Knight's moves, then we get an even more detailed classification of the squares, under the values 35, 33, 29, 27, 25, 24, 23 (Diagram IV.).

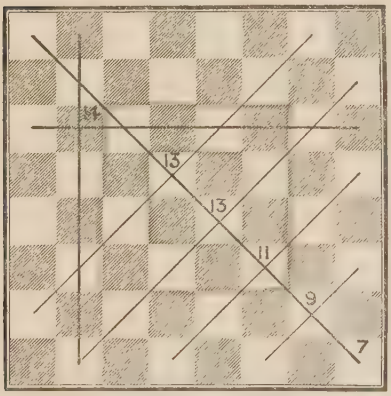
Diagram IV.



Comparative Strength of different squares.

There is another difference between the squares which may be mentioned here. The variety in colour of the squares is useful in illustration of this point. Apart from the position of a square in relation to the centre of the board, each square is part of various systems of squares, and these systems of squares make up different lines on the board, vertical, horizontal, and diagonal. They fall into two groups: (1) vertical and horizontal, which are in reality the same, looked at from different positions, and (2) diagonal. The vertical lines are known as the "files," the horizontal as the "ranks."

Diagram V.



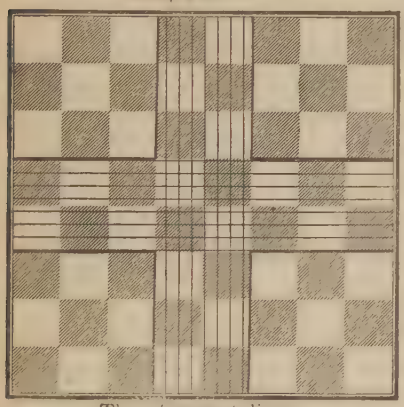
Strength of Horizontal, Vertical and Diagonal Lines.

The distinction is fundamental between the two groups of lines. The first pays no heed to the colour of a square, including both black and white; and consequently whoever holds the horizontal and vertical lines has an influence over the whole of the board and can build up impregnable positions. Whoever, on the other hand, holds only a diagonal controls only squares of one colour, influences only half the board, and cannot build

up an impregnable position. Diagonals are thus always weaker than horizontal or vertical lines.

This may also be explained as follows. On whatever horizontal or vertical line we take a square, the number of squares in a line with it is always 14; so that we might put the value of any horizontal or vertical at 14. The highest number of squares on the diagonals, beginning from any one square, is only 13, and that number diminishes progressively to 11, 9, 7, as shown in Diagram V. From this it follows that, just as pieces in the centre are stronger than pieces at the edge of the board, so, too, pieces controlling only diagonals are weaker than those that control ranks or files, as we shall call them generally in future.

Diagram VI.



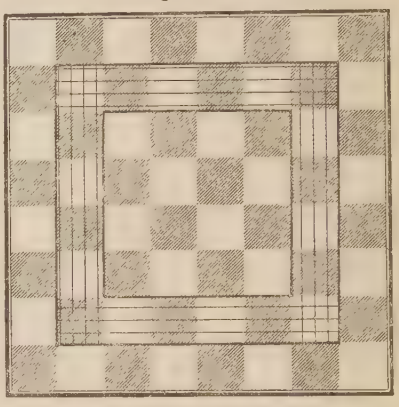
The strongest lines.

The lines of the board may be grouped in another way, in accordance with their direction. As we have seen that there is a difference in the strength of the squares, it is of great importance in the game whether one holds a line with a number of strong or weak squares in it. Diagram IV. clearly shows that the weakest lines are those which have the weakest corner squares. It is very important to control the most powerful squares, *i.e.*, the central ones. Therefore the two long diagonals are stronger than the other diagonals. But we know that the diagonals are weaker than the ranks or files; and so the most powerful lines of all are the ranks and files which pass through the centre squares (Diagram VI.). Each of these lines may be represented by the number 244. The most powerful diagonal, running from corner to corner, may be represented by 236. In the pairs of diagonals which meet in a square on the edge of the board there are only 8 squares, just as in a single central diagonal.

The lines running from a square on the edge of the board, whether horizontal or vertical, might be thought to be the weakest; but that is not quite the case. From the very fact that they are on the edge it follows that they are more powerful for defence. They cannot be passed through for purposes of attack and are only assailable on one side. The really weakest lines are those next but one to the edge (Diagram VII.)

Having seen this, we might increase the number of powerful squares. The four central ones are indisputably the strongest of all; but if we add to them the strongest lines, passing through the centre, and eliminate the weakest squares, shown in Diagram VII., disregarding also the comparatively weak diagonals, then we get as the 12 strongest squares on the board those shown in Diagram VIII.

Diagram VII.



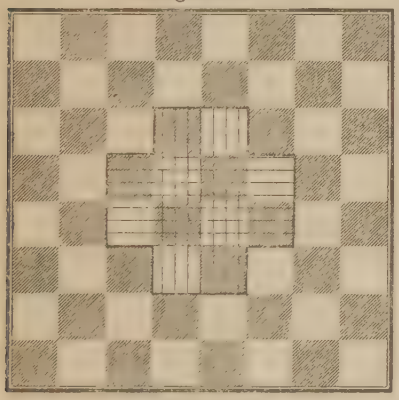
The weakest lines.

Does this mean that it is best to place the pieces so as to occupy the 12 strongest squares? Of course not. Such a placing of the pieces would mean four fronts instead of one. The policy of the game is not only to take up strong positions but also to protect weak ones. All the same, these 12 squares have their special significance, which is not diminished by the fact mentioned in the last sentence. It can easily be seen how important they are when one of them is occupied by the enemy. Without going so far as to regard the position as a besieged fortress or a military "square," we can see that it is necessary to use the strongest squares as the ground for the most frequent type of battle on the chessboard—the break through the centre. But, in addition, we know that the weaker party tries to maintain himself in the centre and

not let himself be driven to the side of the board. And what can be stronger than a central Pawn?

Generally speaking, to hold a square does not necessarily mean that one must put a piece upon it. Sometimes it is enough to have the square within a move's reach. Here again there is a difference between the diagonals and the files and ranks. A piece on a diagonal in the centre strikes in two directions, at each of the four sides of the board, while a piece on a file or rank strikes only in one direction. It is consequently better to place the pieces which act diagonally on the central squares; and, on the other hand, in order to exercise pressure on the central squares it is necessary to use the pieces which act along horizontal or vertical lines. This results from the position of the chessboard, which is placed with the sides, not the corners, to the players. If it were otherwise, then it would be the diagonally acting pieces that would strike from the middle of one camp towards the middle of the other.

Diagram VIII.



The strongest squares.

Up to now we have looked at the board without thinking of the enemy's position; but when we take that into consideration we see at once a new change in the character of the squares. We must add something to what we have said before. We have already noticed a gradual change in the squares, proceeding from the centre in all directions. If there were four opponents, on the four sides of the board, then we could add nothing to what previously has been said. But there are only two opponents, opposite each other, and therefore movements along the lines may be characterised either as approaching or retreating from the enemy or as moving along a front.

For convenience of analysis of the changes, we shall leave the centre and go into the position of one of the two opponents. Since their positions are alike, what is true of one is true of the other, but in an opposite sense. The easiest way is to look at the changes of the squares along the ranks, from the centre of the board to the sides. Here there is no case of approach to or retreat from one's own or the enemy's chessmen. Thus what has been said already as regards the character of the squares holds good. Such changes as there may be are due only to the individual qualities of the position. Now we enter into the region of the action of the different pieces on the board. In order to understand this, it is necessary to be acquainted with the pieces themselves and their characteristics. We shall therefore proceed to a consideration of this question later. In order to remove all doubts, however, as to how pieces can act upon the various squares occupied by them, it is sufficient to note how the role of the squares is altered when a King is placed upon them.

The question is much more complicated when we consider the changes in value of the squares along the files, that is as they approach one opponent and go away from the other. Here we find that the central squares are not quite the same as before. Since the chessboard is not a circle with a central point, but on the contrary has four sides, each with an equal number of squares, therefore it possesses not one centre but four central squares, with certain differences. If we look at the squares horizontally we see that the differences depend on the position relative to different pieces; but if we look at them vertically we see that one of each couple of squares is nearer to one camp, the other to the opposing camp. As the middle line which divides the board into two parts passes between the fourth and fifth rows of squares, the crossing of this line in itself leads to an increase of activity. While the pieces remain on their original rows we cannot speak of either the active or the passive character of the game. But the advance to the fifth rank leads at once to increase of activity and initiative, with all the advantages and the dangers of this kind of play.

It is not necessary to explain that up to the middle line the changes in value of the squares remain the same as has been shown (*i.e.*, their value gradually increases) and it is only after crossing the middle line that we perceive a certain new change. Here one leaves one's own position and approaches the enemy's. Owing to that, the occupation of squares on the sixth or seventh rank is very menacing to the enemy and consequently profitable to one's own side. But we must not forget that the distance of such squares makes the position of the occupying pieces very dangerous. Great efforts are often necessary to protect them, and pieces which advance too quickly are often captured by the enemy.

Similarly, not only is the value of the square changed with regard to the enemy's position, but also the nature of this value is changed as the elements of activity and passivity are introduced. The third and sixth squares on the central files are exactly alike in point of value, but for each opponent the nature of this value is quite different. Each side tries to occupy the strongest posts and to prevent the enemy from doing so. Thus we see that, while we disregard the position of the pieces, we call squares strong or weak according as they give full freedom to the pieces, our own or the enemy's. But all this shows that, even for passive defence, it is not advantageous to confine oneself to the first two or three ranks, because by doing this one occupies only weak positions. The pieces are limited in their movements and are deprived of the proper connection and support ; and, what is more important, the further one is from the enemy the more freedom he has.

So far we have had before us only a chessboard, without the pieces. Yet by attentive study of the board we have obtained most important results, the value of which we shall recognise later, when we begin to study the game itself. We have found :

(1). That the squares are not equal all over the board, but differ much in value and importance, the strongest being in the centre and the weakest at the sides, especially in the corners ;

(2). That the squares make up lines, among which the diagonals are weaker than the ranks and files, and that as regards activity and passivity the ranks are neutral, while the files are active;

(3). That the lines which pass through the centre are stronger than the others, and that the weakest lines, excluding the diagonals, are the second from each side;

(4). That, as the diagonals from the centre go to all sides of the board in two directions, it is profitable to place in the centre pieces controlling the diagonals, while if the attack is to be made on the central position of the enemy it is better to use pieces placed at a distance on the vertical lines;

(5). Finally, that the squares influence the force of the pieces; and therefore, in order that the pieces may exercise their full force, they must be placed on the strongest lines and squares.

With regard to the connection between Space and Time, this becomes apparent not by itself, but through the action of the pieces.

Time

If it was difficult to analyse Space, it is still more so to analyse Time. First of all, because we cannot visualise time and must therefore explain it in an abstract way. Secondly, Time in the game of chess is unlimited. (The limitation of time by clocks in tournament and match play does not concern us here). Perhaps in the future, when all the moves are known and fixed, time will be made exact in chess. Then, however, the real game of chess will be annihilated. And even then time could not be a fixed thing for every game, in the sense that there are a fixed space and a fixed force. Consequently the examination of the element of time cannot be carried out so clearly as was possible with regard to the element of space; and thus there is less to be said on the subject of time.

As in space we had the centre and the squares which diminished in value as they were more distant from the centre,

so also in time we find a similar division. In the matter of time each game has a beginning, a middle, and an end. Their import is quite distinct.

The beginning of the game implies, first of all, the mobilisation of the forces ; the preparation for the game proper (which is the middle part) ; and the will to be master of the play. Both the squares of the board and time have a similar influence over the chessmen. The player who does not complete his mobilisation towards the middle game weakens all his pieces ; on the contrary, the player who has mobilised for the middle game gives his pieces a greater force. The end game, on the other hand, is the liquidation and realisation of what has been obtained in the middle game ; but it is just here that time is of vast importance. Speed plays a great part, *since it may turn a Pawn into a Queen.*

In space we had the squares, which we may call the units of space. In time the units are the moves. Just as all the squares are of the same size in space, so also all the moves are of the same length in time. With absolute regularity they alternate between the two opponents. But, just as the squares differ in their position, so also the moves differ.

The move is an unit of time. If a player, in any manœuvre, moves twice when it was possible to move once only, it is clear that each of his two moves has lost half its value. This is clearer still when we take the case where the second move undoes the first, that is to say, returns the action to the point of departure, so that it is as if no move had been made at all.

The next difference to be seen in the moves arises from whether they have been forced by one's opponent or not. The freer the moves and the more choice of moves the pieces have, the stronger they are. Forced moves, on the contrary, weaken both the pieces and the player's game. The object of mobilisation is to convert the game from the initial position, where the number of possible moves is limited, into another position with an increasing number of moves. If the number begins to decrease, this means that the pieces and the player's game are beginning to weaken.

The third characteristic of the moves is the importance of their being made at the right time. One and the same move, played at different times, has quite a different value. A study of the board showed us, besides squares, also lines, which are systems of squares. A system of moves exists in time.

No player can play simply from move to move. The plan of the game lies in a cycle of moves, which must be equal to all demands—*e.g.*, full freedom for oneself and compulsion for one's opponent; a regular order of individual moves; and, finally, the employment of the full force of each piece in each move. But they must all tend to one common end, in order to build up a series of moves.

In the moves we find also activity and passivity. In space the former manifested itself in the crossing of the middle line, into the enemy's camp. In time activity is manifested in the beating back of the enemy's defence.

With this we may conclude our discussion on Time.

Force

Time and Space are the conditions of the game of chess. The active element is the forces, which combine time and space, which act on each other through them and show themselves at their clearest in them. What are these forces?

We know that the moves in time, like the squares in space, are the same. Are the forces the same or not? Does the same principle apply to all the pieces? Only an affirmative answer to this latter question will permit us to speak of the logical foundation of the game of chess. (We are not forgetting that chess is not geometry and that, therefore, if the answer is approximate, rather than exact, that is unimportant.)

Now if we analyse the pieces which represent the forces in chess,

King

Queen

Rook

Bishop

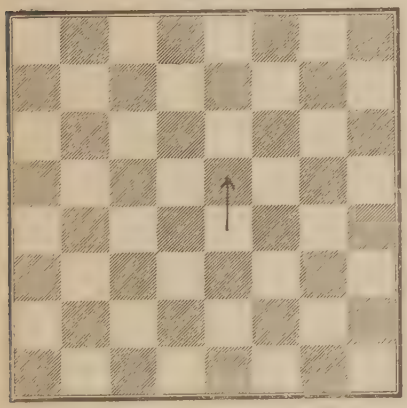
Knight

Pawn

we shall find that such an unity does exist. The pieces differ only in their moves, which have gone through a long historical evolution before becoming such as they are to-day. There are no other differences in them—as we shall see later, the Pawn and the King present certain exceptions—and their force lies only in their movements, which follow the same plan.

The strength of the pieces is shown in their rapidity, *i.e.* their capacity to cover the maximum of space in the minimum of time (or to threaten to do so). It is in this way that the strength of each piece is expressed by time and space. This demonstrates the "compactness" of the game of chess and the necessity of making the most minute study of time and space.

Diagram IX.



The Unit of Force in Chess.

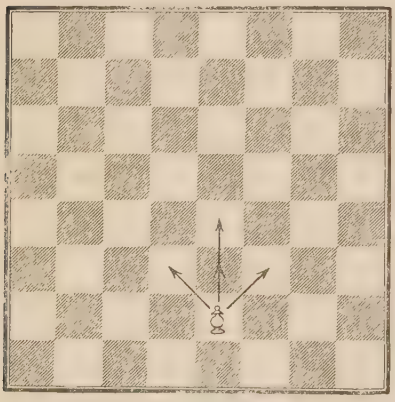
All the conditions must be known, must be clearly understood, in order to have a correct conception of the pieces, without exaggerating or belittling the part borne by each of them. We may note the difference which exists with regard to forces, outside chess, which are not dependent on time or space. In many games (*e.g.* cards, billiard-table games) some units count more, others less. So, too, in military matters it often happens that two machines may cover the same space in the same time but differ on account of their armament. There is nothing similar to this in chess. The Queen is different from the Pawns only in that she controls so many more fields of action at the same time.

So, to know the pieces, we must know their movements.

The unit of time, we have seen, is a move, the unit of space a square. The unit of the forces acting in chess is one move to the square (See Diagram IX). Such, in principle, is the

move of the Pawn, which can be reckoned as the unit of force of the pieces. But the Pawn does not represent exactly the unit of force in chess, because its move is not limited only to one square. Once in the game, when it first moves, each Pawn may make two moves together—a provision made with the idea of speeding up mobilisation. Again, on arriving at the eighth rank a Pawn may be exchanged for any piece of its own colour. (This was probably designed to reward the player with an advantage in Pawns, and to allow him to win through such an advantage). What is most important, a Pawn captures not as it moves, but diagonally, to the right and left.

Diagram X.



Moves of the Pawn.

If in moving two squares a Pawn traverses a square on which it could have been captured by a hostile Pawn, that Pawn has the right to capture it as though it had moved one square only. This is called capturing *en passant*, or " in passing."

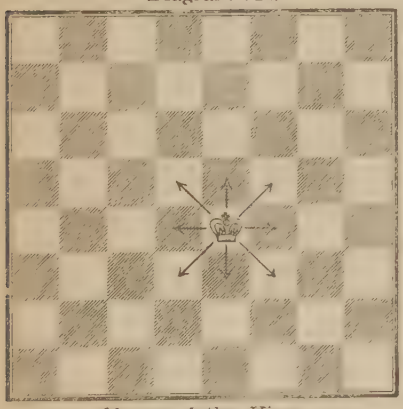
The Pawn differs from all the other chessmen in that it does not capture in the way that it moves, as the other pieces do. The object of this rule is probably that the Pawn may be able to change its file. Otherwise purely vertical moves would limit it to one file, which would make the game very monotonous. But this peculiarity of the Pawn enables us to understand that the pieces in chess move not only vertically but diagonally, and so we shall not be surprised to notice similar movements in the other pieces.

There is another difference between the Pawn and the other chessmen—the " pieces," as they are commonly called in contradistinction to the Pawn. The Pawn can neither go backwards nor move horizontally. Therefore the pieces are

more active than the Pawns; the latter are more solid and impart strength to the game.

When a Pawn has advanced, it cannot retreat, which shows how carefully it must be handled. Withal that they are the weakest men on the board, the Pawns serve as a splendid means of defence. They do not allow any piece to approach except at the risk of being taken. If they are able to advance they are powerful in the assault, as they can only be counteracted by the opponent's Pawns. It may be added that, as they can be exchanged for any piece except a King as soon as they reach the eighth rank, the nearer they are to that rank the stronger they become. In consequence, one extra Pawn may win the game when a piece cannot do so. Once more, the need of caution with the Pawns is obvious, and the necessity of preserving them to the last. Certainly it is necessary to play out all one's pieces and the weaker must be subordinated to the stronger. Nevertheless the player who keeps his Pawns in their places till the end game has the better chance of winning.

Diagram XI.



Moves of the King.

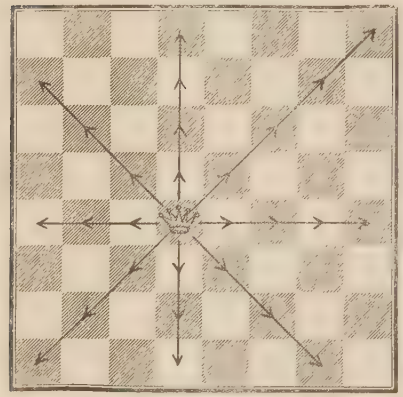
Summing up all the movements of the Pawns, we get the figure shown in Diagram X. We note that the Pawn is equal to nearly $3\frac{1}{2}$ units of chess-force, the double move being allowed only once in the game. The possibility of the Pawn being exchanged for a man of higher value is not so important in comparison with its inability to move backwards or sideways; and therefore we cannot assign to it a higher number of units of force.

The piece most like the Pawn is the King, which also moves one square only at a time, but in all directions (Diagram XI). If the Pawn be taken as the unit of force for the chessmen,

the King serves as the unit of force for the pieces (as distinct from the Pawns), and is a type of the pieces, especially of the Queen, which also moves in all eight directions. The King resembles all the other pieces in capturing as he moves. His force is 8 units, and compared with the Pawn he is $8 : 3\frac{1}{2} = 2\frac{1}{3}$ Pawns.

The King, however, has one peculiarity which makes him of different value from the rest of the chessmen and renders the calculation of his force useless. While all the others may be captured, with the loss of the King the game is lost too. Thus the weakest piece next to the Pawn has the highest significance of all the pieces.

Diagram XII.



Moves of the Queen.

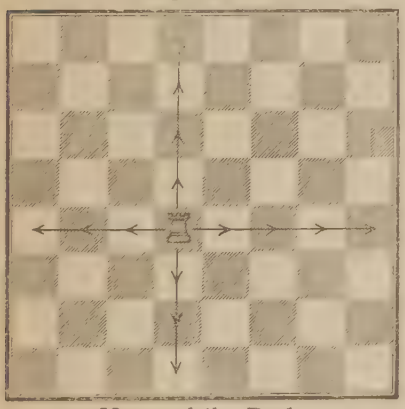
This peculiarity puts the King outside the game. It is impossible to risk the loss of the game in order to let the King move, especially as he, not being a very strong piece, cannot play an important part in it. Only at the end, when the danger of mate is much less, and when there are but few pieces, so that even a Pawn may become a Queen, does the King become an active force and take a prominent part in the game. Till then his chief rôle is to occupy a safe place and not to interfere with the other pieces.

On this is based what is termed "castling," a strange and complex manœuvre, by which the King is moved away from the game and the Rook is brought in. To understand this move we must see what complicated movements would otherwise be necessary to bring in the Rook. One would have either to advance the outside Pawn two squares, move the Rook up behind it and move the latter in front of all the other Pawns, or to move the King forward and the Rook behind him and then move the King to the side. Castling,

like the double move of the Pawn in the beginning of the game, was introduced to speed up mobilisation, in order to pass more quickly to the middle game.

From the King we naturally come to the Queen, whose movements are similar to those of the King in all the 8 directions, vertically, horizontally and diagonally. Only instead of being limited to one square she may move right up to the edge of the board (Diagram XII). So the Queen commands the whole of the board and her force=27 (27 : $3\frac{1}{2}$=8 Pawns nearly). The Queen is the strongest piece in the game, and, as the loss of the King marks the end of the game, so, generally, the loss of the Queen is really the loss of the game. Therefore all moves of the Queen must be made very carefully, because she may be attacked by any of the enemy's pieces, even the weakest. In the beginning we must be especially careful of advancing the Queen, as there is nothing important enough for her to attack.

Diagram XIII.



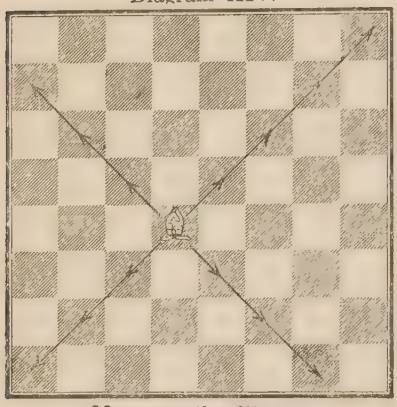
Moves of the Rook

Since she attacks on horizontals, verticals, and diagonals all round, her full force can only be developed from the centre of the board. The offensive power of the Queen, as of any other piece, backwards (that is, towards her own pieces) has no object, and therefore the Queen does not lose much in force if she acts from afar.

The Queen is the typical piece of the middle game, because she is not generally brought out in the opening and generally does not exist in the end-game, having been captured before. The Queen, moving in all directions, vertical, horizontal and diagonal, unites the moves of two pieces, the Rook and the Bishop, the Rook moving vertically and horizontally and the Bishop diagonally. (Diagrams XIII and

XIV). The force of the Rook equals 14 (14 : $3\frac{1}{2}$=4 Pawns). The force of the Bishop is 13 (nearly 4 Pawns). That is to say, they are nearly equal; and it would be so if we did not know the difference between different lines, that the diagonals are weaker than the ranks and files. The first difference is that the diagonal is a line of one colour and therefore a piece on it lacks power of movement over half the board. Secondly, if we take any square on any rank or file, the number of the squares on those lines will always equal 14. Thus the force of the Rook is always the same, diminishing or increasing with the importance of the lines, the position of the other pieces, etc. On the other hand, only the four long diagonals which pass through the centre squares give us the number 13; the others, as we have already seen, diminish gradually to 7. This shows that the Bishops are much weaker than the Rooks; and their force is not really 13 but 10 (the mean between 13 and 7), which, divided by $3\frac{1}{2}$, does not give quite 3 Pawns.

Diagram XIV.



Moves of the Bishop.

Thus we see that the Queen, while combining the moves of the Rook and the Bishop, is stronger than those two pieces together. For her all the diagonals are open and she has an advantage over the Rook in commanding the diagonals. So we can say that the Queen equals or nearly equals two Rooks.

From the difference between the diagonals and other lines we see that the position of the Rook is unimportant, as it keeps its full force everywhere. Of course, it must be placed so that the line on which it stands is open, and secondly it must control the most important lines *i.e.*, the centre ones. There is no necessity to bring it forward, because its attack

is equally strong near or at a distance. With regard to its position, looked at horizontally, the Rook—since the central ranks have but rarely an importance—should either be very close to the enemy, for attack, or else in its own camp, for defence. On the contrary, the Bishop in the centre attacks the enemy in two diagonal directions, but, on reaching the edges of the board, attacks in one diagonal direction only. Standing in the centre, it does not threaten the centre but only the sides ; in order to threaten the centre, it must stand on the side of the board. All this shows the desirable position for the Bishop. To attack the central positions of the enemy it must stand on the edge of the board and for the attack on the sides it must be in the centre. If the occupation of the centre be necessary the Bishop is quite effective, as it is a comparatively weak piece. If, however, it is necessary to occupy only the long diagonal or to threaten one of the sides, the Bishop may be right at the end of the board on the same diagonal.

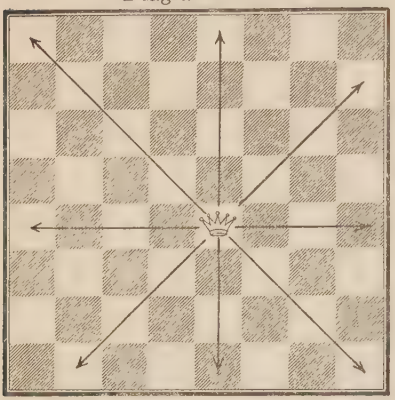
Thus the Rook and the Bishop control the lines ; the Queen, commanding the lines but threatening in eight directions, has, like the King, a hold over the circle of squares immediately adjacent. The Pawns control only separate squares.

It remains to consider the Knight, the quaintest piece on the chessboard, which frightens many people and makes the game to them a matter of uncertainty. The Knight, as they see it, skips over pieces, makes strange moves on the board, and violates the mathematical order of the game. It seems to kill the logic which controls the moves of the pieces and to bring into the game the fantastic and the element of chance. In reality, the moves of the Knight are neither fantastic nor mysterious. It neither skips nor jumps over the pieces. Its moves are made on the same principle as the moves of all the other pieces.

If we look at Diagram XI, which shows the move of the King we see that the whole board for one square all round him is under his direct influence. At the same time, without

any difficulty we perceive that the King unites in his own moves the moves of the other pieces, Queen, Rook, Bishop, and Pawn, only limiting them to one square. But the moves of the Knight are not included in the King's moves.

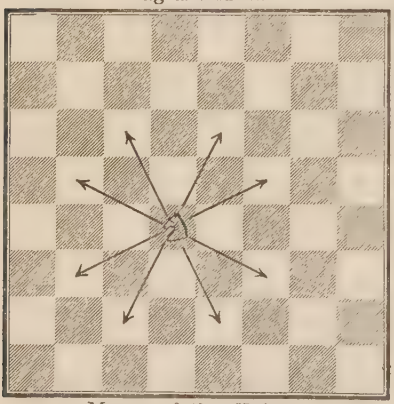
Diagram XV.



Moves of the Queen.

If we consider the moves of the Queen (Diagram XII) we see that she, like the King, combines in her moves those of all the other pieces except the Knight, extending them to the edge of the board; but in the second row of squares there are some squares not threatened by the Queen. If she stands on a black square, as in Diagram XII, all those squares are white; if she stands on a white square then all those squares will be black (See Diagram XV). That is easily comprehensible, since the Queen has the move of the Bishop and threatens on the diagonal of the same colour.

Diagram XVI.



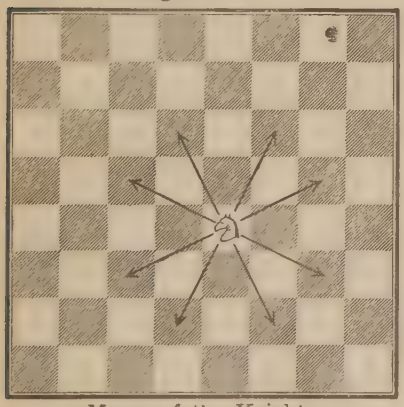
Moves of the Knight.

All those squares in the second row from her which cannot be threatened by the Queen are the squares on which the Knight moves. If he is placed on the same square where the Queen stands (Diagrams XVI and XVII) then the Knight completes the moves of the Queen with his own. He threatens the squares in the second rank which could not be attacked by her. Besides, the Knight completes the moves of the second Bishop, which are

potentially included in the Queen, though absent in each case because the Queen on one separate move can only control diagonals of one colour. But as the Knight moves on eight squares and the Bishop only in four directions, so the action of the Knight on those squares is equal to the action of two Bishops of the same colour. On the other hand, while the Bishop can move along the whole diagonal, the Knight only threatens certain squares and does not control lines.

This result is very valuable. The Knight does not control a line but a circle. In this respect he resembles the King and Queen. If the King completely controls the circle round him formed by adjacent squares and the Queen circles without limit, the Knight controls the circle of squares on the second row. The Knight acts like a small Queen.

Diagram XVII.

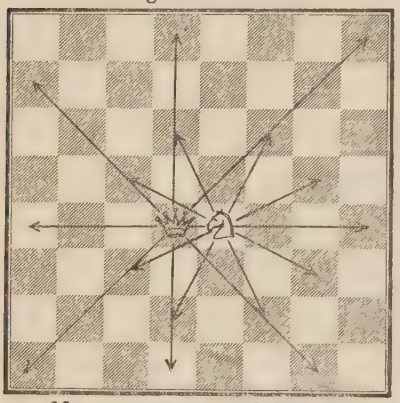


Moves of the Knight.

Sometimes he can be entirely compared with the Queen. For example, in spite of the fact that both pieces move in eight directions they cannot attack each other at the same time. When the Queen attacks the Knight, at the same moment the Knight cannot attack the Queen, and *vice-versa*. They are like two Bishops of opposite colours. This is extremely important. The Knight, being the weaker piece, is strengthened by the fact that the Queen cannot at the same time threaten him. The same applies to the Rook and the Bishop, who cannot attack each other at the same time. What is not so important as regards the pieces which move in four directions is much more important as regards the pieces which move in eight directions. This already gives us sixteen independent directions on the chess-board. (Really there are still more; but there are no pieces for the others).

This property of the Knight makes him particularly dangerous, especially when we notice that it characterises him, not only as against the Queen, but also as against all the other pieces. No single piece can threaten him while he attacks it. The Rook can attack the King and the Queen and at the same time be attacked by them; the Bishop can attack the King, Queen and Pawn and at the same time be attacked by them. The King and Queen can attack and be attacked at the same time by all pieces except the Knight, and no single piece can attack the Knight when threatened by him. This makes him quite unique and explains the fear which many players have of him. He seems to move in a different dimension from all the other pieces and therefore never to meet them.

Diagram XVIII.



Moves of Queen and Knight.

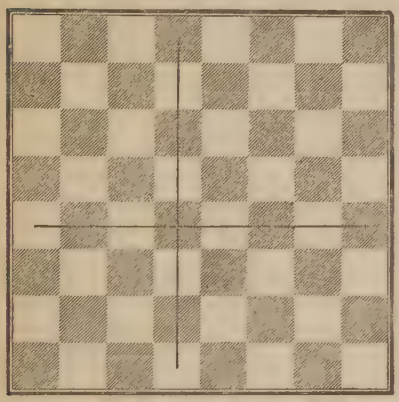
Some try to explain this peculiarity by the "irregularity" of his moves, but that is not correct. There is a regularity, as might have been guessed by comparing his moves with those of the Queen. We must note a few details which will lead us to a proper understanding of the Knight's moves.

Of all the pieces besides the Knight, the Rook and the Bishop can never simultaneously attack one another because they command different lines, one horizontal and vertical, and the other diagonal. But is it not wonderful that the Queen, commanding all three lines and meeting all the other pieces, still cannot meet the Knight? Are there then, perhaps, other lines on the board besides the ranks, files, and diagonals?

We saw that the Knight attacks on squares of a different colour from those on which the Queen stands. Thus a question arises. If we place the Queen on a different colour she might perhaps threaten all the squares which

are attacked by the Knight? (Diagram XVIII.). For six directions this appears to be the case. Along diagonals, horizontals or verticals, the Queen can attack the same squares as the Knight. But for two directions of each piece, that is altogether for four directions, that is not the case. The two pieces do not meet here. From this it follows that the Knight's move does not coincide with the move of the Queen*. Is this a law or an accident?

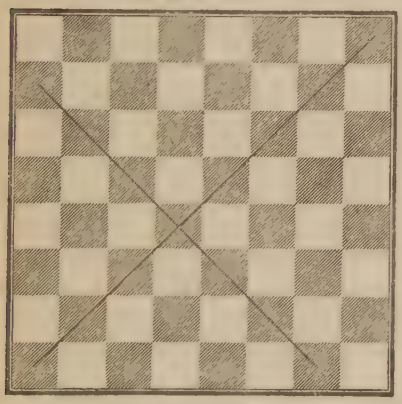
Diagram XIX.



Ranks and Files (Horizontal and Perpendicular Lines.

In order to answer this question we must study the lines on the chessboard. What are the ranks and files? (See Diagram XIX.). They are perpendiculars to one another. They are diameters dividing the surface into equal parts and making four right angles (360° : 4 = 90°) in the centre. The diagonals are the same horizontals and verticals, only slanting to right or to left, and are also diameters making four right angles in the centre (Diagram XX.). It is not necessary to explain that all those lines meeting in the centre divide the angles into two halves and form new angles (90° : 2 = 45°).

Diagram XX.

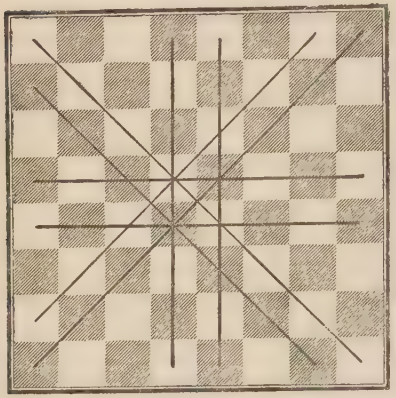


Diagonal Lines.

*If we pay attention to details we can see that by placing two Queens in the centre on different squares from the Knight they can repulse his attack, and that the occupation of the four centre squares by four Queens can repulse the attack of two Knights, and makes the occupation of the adjacent squares complete up to the second line from the edge.

That is the relation between the moves of the Rook and the Bishop and comprises the moves of the Queen (Diagram XII.). Having two Bishops, of opposite colours, we seem to have two centres to the board. That, however, does not change the relationship of the lines but only shows the multitude of the directions. (Diagram XXI.). It is very curious that by bringing in a second Bishop and second Rook, moving the centre on to an adjacent square of another colour, we do not exhaust all the directions. Some of the squares remain free from the threat of those pieces, but can still be threatened by the Knight.

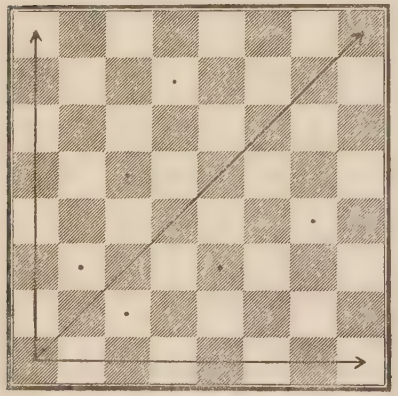
Diagram XXI.



Moves of Bishop and Rook.

In any case the moves of the Rook and Bishop divide the angles by half. Has the move of the Knight anything to do with that, and if so, is it regular and permanent or not? For convenience we shall bring the moves of the Rook and Bishop into a corner. (Diagram XXII.). The line of the Bishop bisects the angle made by the moves of the Rook. By looking at the diagram it is easy to see that the Knight's move bisects the angle made by the moves of the Rook and Bishop. The points on the diagram which mark the moves of the Knight bisect the angle made by the Bishop and Rook. (Diagram XXIII.).

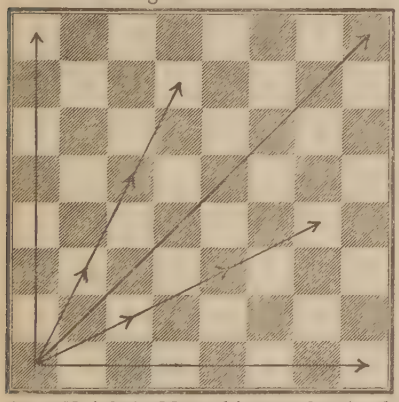
Diagram XXII.



The Bishop's Move bisects the Angle formed by the Rook's Moves.

So we can answer our question whether there is not another line on the board besides the ranks, files and diagonals. There is: the mean between the diagonal and one of the other two lines. To the question whether the Knight might possibly move in a different dimension we have the answer: In this new line. Thus the similarity of the Knight to the other pieces is manifest, as also the indisputable regularity of his move, all the peculiarities of which are to be found in this line. The line only passes sometimes, but with great regularity, through a full square; at other times it passes between the squares. In the latter case there would be no place for the Knight, who would have to go between two squares (from which we see that he does not jump over them but passes between them), and therefore he is obliged not to make a completed line but to step over a square. This is what is called the "Knight's leap." Although the Knight does not control a visible line but moves over two squares on the horizontal and one on the vertical plane (or vice versa), in reality he moves along a line, and the "crookedness" of his move is only apparent.

Diagram XXIII.

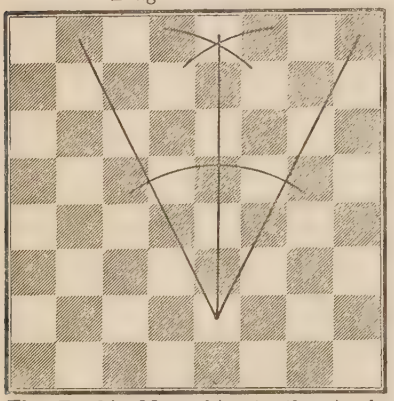


The Knight's Move bisects the Angle formed by Bishop's and Rook's Moves.

It is not essential that all which we have said on this subject should bear the test of mathematical exactitude. What is important is merely the discovery of the idea underlying the moves of the pieces and of the unity extending to the moves of them all. Perhaps, from the point of view of pure mathematics, one might wish to prove that if the chessboard were to be enlarged the line of the Knight's move would not coincide with the line bisecting the angle made by the Rook's and Bishop's moves. To this the following answer may be given. Let us take two moves of the Knight starting from the

same square. (See Diagram XXIV.). There can be no doubt that the Rook's move from the same square bisects the angle made by the two Knight's moves. This can be demonstrated geometrically. Again the angle made by two other moves of the Knight is shown in Diagram XXV.; and this angle is bisected by the Bishop's move, as also can be demonstrated geometrically. With the moves of the Knight we can construct an eight-pointed star (Diagram XXVI.), similar to the star of the Queen (Diagram XII.). It is clear that in this star there are two pairs of lines perpendicular to one another and so naturally forming right angles.

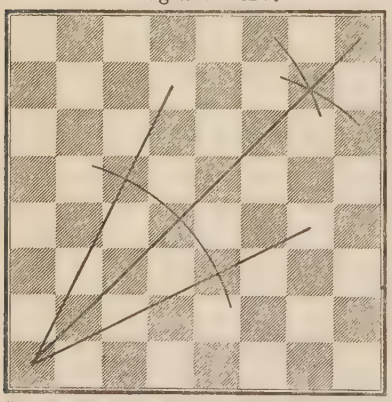
Diagram XXIV.



The Rook's Move bisects the Angle formed by the Knight's Moves.

Finally take the formation in Diagram XXVII., the star made by the moves of Queen (or Rook and Bishop) and Knight. Let the mathematicians measure the size of the angles formed by each pair of Knight's moves in this star.

Diagram XXV.



The Bishop's Move bisects the Angle formed by the Knight's Moves.

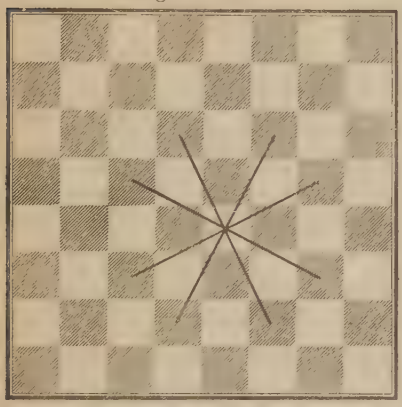
There can be no doubt that the Knight's move resembles all the other pieces' moves and is based on the same principles.*

We have discussed the Knight's move at some length, because we wished to dissipate the false opinions

*Mathematicians have in the past paid attention to the Knight's move and have noted, with astonishment, that in the original Rook, Knight and Bishop all command R3.

prevalent about it. The legend of the Knight's "leap" and his "crooked" course must be abandoned once and for ever. If we have succeeded, as we hope (and the unconvinced reader can verify mathematically all that we have said), then we may value the Knight's move as we have valued all the other moves.

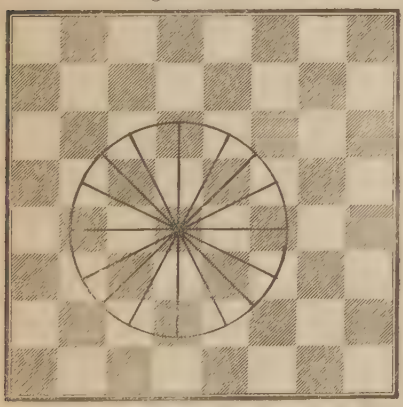
Diagram XXVI.



8 Knight's Moves form 8 Right Angles.

At the best the Knight $=8 : 3\frac{1}{2}=$about $2\frac{1}{3}$ Pawns. That is equal to the King, even when we take into consideration that the Knight has not always eight moves, sometimes only two. It is unnecessary to explain that the Knight is weaker than the Bishop. In spite of commanding both colours and adjacent squares, he is not strong, owing to his not commanding any line on the chessboard. Next to the Pawn the Knight is the weakest piece in chess; and therefore, attacking only two squares in a forward direction, he can be advanced without danger.

Diagram XXVII.



Moves of Queen (Rook and Bishop) and Knight.

CHAPTER II

THE PIECES AND THEIR CONTROL

THE conditions of the game of chess are space and time. As, however, the active forces are the chessmen, we must consider these in detail. Later on we shall look into the objects of the game and examine the rôles of the pieces in relation to the achievement of the ends in view. At this point we have to see how to handle the various pieces, bearing in mind their different properties, with some of which we are already familiar. We can only attain our end with certainty when we know the character of each piece and its function in the game. Meanwhile we must fix the relationship of each piece to space and time. Excluding the King (because he plays a small part in the middle game, though the most important part in the ending), we may divide the chessmen as follows :—

(1). Those which are a dynamic, active element—the pieces proper ; and

(2). Those which are static, immobile—the Pawns.

Again we may divide the pieces proper in the following way :—

(1). Those which command lines—Rooks and Bishops.

(2). Those which command circles of adjacent squares—Knights (and Kings) ; and

(3). Those which command lines and circles—Queens.

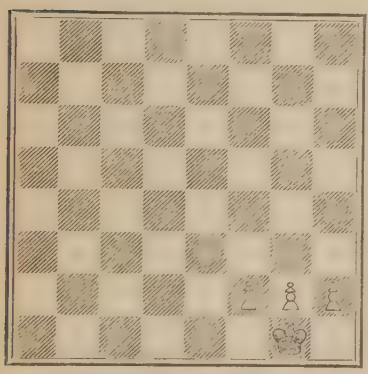
We turn our attention first to the Pawns.

PAWNS

We know some of the properties of the Pawns, among which the most important is that they cannot move backwards, so that they must be advanced with care. This shows their chief rôle. They are the static part of the position. The

pieces continually change their positions, rolling like waves in different directions, while the Pawns at each move change their position irretrievably. As the Pawns are the most stationary element in the game, therefore they are the best for protection against attack. If the Pawns cease to protect, the pieces must take up the work of defence instead of attacking the enemy's camp. This is very difficult for them, as eight Pawns form a barrier most hard to pass, but if there are no Pawns, or if they are brought too far forward so that the enemy can advance through them, then it is difficult to construct another artificial barrier of pieces. Besides, a player's pieces, when endeavouring to break through the barrier of Pawns, act in one direction—from their own position towards that of the enemy. After passing the line of Pawns they can at once move sideways over the enemy's whole position. This shows that Pawns are the best protection.

Diagram XXVIII.

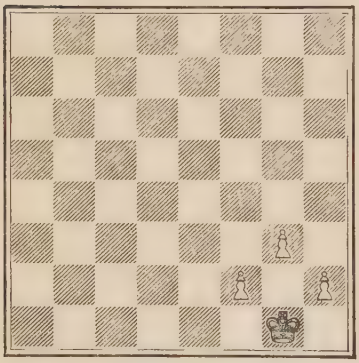


Best Position of the Pawns defending Castling.

Being placed in front, along the second rank, they threaten all the third rank, so that the line which has to be broken to penetrate into the enemy's camp is not his second rank, where the Pawns are, but the third rank, which they threaten. Not a single piece is so well adapted for protective purposes as the Pawn, for the very reason that it is the weakest of all and only an enemy's Pawn can oppose it on level terms. On the other hand, every square which is not protected, and cannot be protected, by the Pawns becomes, owing to that, very weak, because it can be occupied by the enemy's pieces. If we take, for instance, the normal position of the Pawns at the time of castling (Diagram XXVIII.), we see that all three squares on the third rank in front of them are protected, and in order to attack those Pawns it is necessary to place

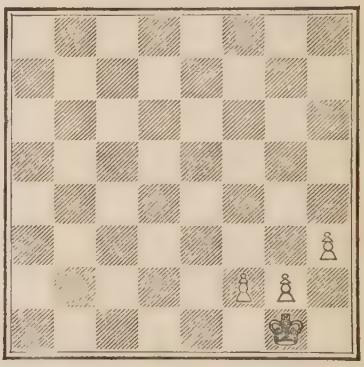
the pieces not nearer than the fourth rank. It is also necessary to threaten each Pawn with not less than two pieces in order to make the threat a real danger, as they are protected by the King, whom they in their turn protect. But, as soon as one Pawn advances, the position at once changes and the enemy's pieces are given squares which cannot be attacked by the Pawns. For instance, when the Kt P is advanced (Diagram XXIX.) the two squares B 3 and R 3 can at once be occupied by enemy pieces. Such a square not protected by Pawns is called a "hole." To get this on Kt 3, two Pawns must have been advanced, those on B 2 and R 2; for if only

Diagram XXIX.



Bad Pawn Position, forming two holes.

Diagram XXX.



Relatively good Position: no hole, only one weakened Pawn.

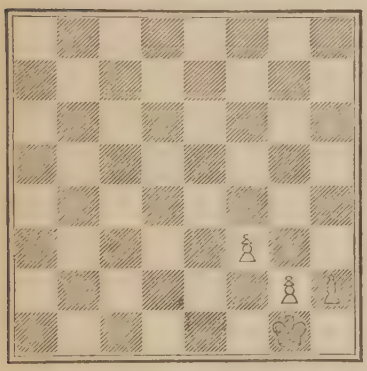
one of them is advanced then there is no hole, the square being protected by another Pawn (Diagrams XXX., XXXI. and XXXII.).

Comparing all these positions, we may state as follows: The worst positions are undoubtedly those in Diagrams XXIX. and XXXII., where there is a hole. Diagram XXXI. exhibits a position which is not devoid of danger if the enemy has a Bishop on the black diagonal. When we advance the Pawn this Bishop can rake the castling position and rob it of its security. Comparatively good is the position in Diagram XXX., where there is no hole; but here the advanced

Pawn becomes the object of attack, as it is protected only once and may be assailed in two moves by an enemy Pawn.

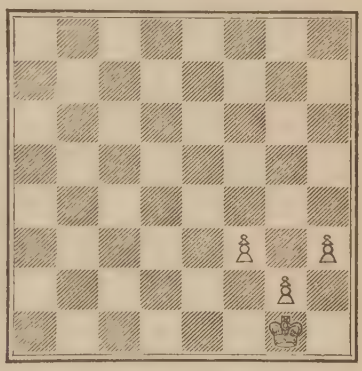
From this it follows that the attacking party may wish his opponent to advance certain of his Pawns for very different reasons. When he wants the Kt P to be advanced he is trying to create two weak squares. The advanced Pawn is not in itself weak, since it is doubly protected by the other two Pawns and it can only be taken advantage of, with a view to opening up a file, by the advance of the B P or R P opposite it and the exchange of one of them for it. When, on the other hand, the attacking party wants to compel his opponent

Diagram XXXI.



Adequate Position: no hole.

Diagram XXXII.



Bad Position: hole at Kt 3.

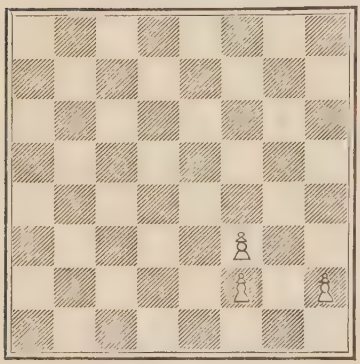
to advance the R P, it is because he weakens this same Pawn and attacks it. Of course this manœuvre may at times be much more complicated. Sometimes it is necessary to attack the Kt P beforehand in order to deprive the advanced R P of all support; but the principle is the same—the Pawn itself becomes the object of attack. It must be understoood that it, like the advanced Kt P, gives an easy opportunity of opening the Knight's or Rook's file.

Finally, there is a special significance when we try to make the enemy advance his B P, if there is a black Bishop which commands the diagonal on which the Pawn stood. We have

then such an opening of the diagonal as we have spoken of before, which has such great importance in the attack. To open the Knight's file through the advance of the B P is not always important, because, by so doing, a very important line—the Bishop's file—is opened for the Rook. If, on the contrary, this line is closed (by the Pawn on B 4), then we are threatened with the opening of the Knight's file.

Another weakening of the Pawn position is achieved by doubling Pawns. So far we have regarded the advance of the Pawns from the point of view of their simple moves; but we may also compel their advance by forcing them to take a Pawn or any other piece. This has a triple result: (1). The Pawn leaves the second rank and so weakens the barrier formed by the Pawns on the third rank; (2). The Pawn opens a file which, if the attacker can seize it, becomes very useful to him; (3). There is a very great weakening of the Pawns, because there is nothing more unnatural than doubled Pawns.

Diagram XXXIII.



Doubled and Isolated Pawns.

When several Pawns are put on one file, it means that they do not protect one another. This produces a weakening of their position and very often may be considered equivalent to the loss of a Pawn. It is true that a further move of the Pawn frequently counteracts this doubling; but that does not do away with the weakness of the doubling of the Pawn in itself.

But sometimes by doubling we obtain another result: the isolation of a Pawn. Let us suppose that the Kt P captures on B 3 (Diagram XXXIII.). By this, not only do the Pawns on the Bishop's file become weaker, but in consequence, the Pawn on the Rook's file can never be supported by any

other Pawn, and it therefore becomes very weak and can be easily attacked.

Thus we see that, in order to be strong, the Pawns must be able to protect one another. It is obvious that, if the Pawn is the best piece for protection, it can protect not only the other pieces but also the other Pawns. From the foregoing it follows that the Pawns defend best when placed on one horizontal line. Any advance weakens the position. All that we have said is true as regards not only the second but also the third, fourth, and other ranks; and in these ranks there can be holes in the position of the Pawns, doubling, isolation, etc.

But the weaknesses are different. Some weaken the Pawns themselves (doubling, isolation); others impair their position by weakening the squares and lines between them (advancing the Pawns).

All these differences must be exactly studied in order that the player may know which weakness to aim at and how to utilise it when attained. This makes the game logical.

Thus the defensive power of the Pawns is expressed chiefly in the formation of a barrier on the third rank. The attacker makes a breach in the line when he forces the advance of one of the Pawns. This advance may be the result either of an attack on the Pawn or of the placing of any piece on any line inconveniencing the enemy. This piece must be driven away by a Pawn being advanced. As the advance of the Pawns weakens the position, it is sometimes preferable to utilise a piece purely for their protection, so as to avoid such a move. To protect the Pawn on R 2, it is enough to place the Knight on B 3 or B 1; to protect the Pawn on Kt 2, to place the Bishop on B 1. The position of the Bishop here is also good when the R P is advanced to the third rank. If the Kt P is advanced to the third, the position of the Bishop on Kt 2 forms a good protection to the points B 3 and R 3; but, in that case, if an attack by the Pawns is threatened, it will be necessary to strengthen the Pawn on Kt 3 and to take advantage of its advanced station, for which the position of a Knight on Kt 2 is very good.

What we have said here about the defensive power of the Pawns holds good, to a great extent, in the case where there is no King behind them. If, on the one hand, he weakens the position of the Pawns by providing the attack with a special force and danger, on the other hand, he protects all three. All observations about doubled and isolated Pawns, about "holes," about the disadvantage of advancing the Pawns, remain true.

In spite of being the most passive and defensive of the pieces, the Pawns, in certain cases, acquire very great force during attack. They are the storm-troops. Let us look at the conditions then.

The value of the Pawns lies in their weakness, and this quality must be made use of. They are the weakest chessmen, but also the most threatening, because all the pieces, more powerful than they, are obliged to fall back before their threat. This shows very clearly that the difference between the values of the chessmen does not depend on their quality but on the rapidity of their movements. Queen and Pawn attack each other. It would seem that the attack of the Queen should be stronger than the attack of the Pawn and that in a collision the latter should give ground as a light ball is driven away by a heavy one. In reality, the opposite takes place. The Queen is obliged to retreat before the Pawn. Their attack is of the same intensity, the only difference being that the Queen can attack the Pawn from different points of the board and from different distances, while the Pawn can attack only at the distance of one square, or two diagonals, in front of it.

But, as the Pawns have only a small field of action and can threaten only for a short distance, it would be against their nature to use them to weaken the enemy's camp. That must be left to the more mobile pieces. In order to weaken the enemy, the Pawn is obliged to cross the board and to stand next the enemy's Pawns. First of all, that takes too much time, which the enemy will use to protect himself. Further, by this advance the Pawns weaken their own position and the whole of their player's game. The Pawns must move

only when the enemy's camp is already weakened or when the weakening of the enemy's camp and the breakdown of his whole game take place at the same time. It means, in both cases, that the attack of the Pawns involves the storming of the enemy's position.

But even during such an assault the Pawns very often have a passive object, to open a line for their own pieces or to open the enemy's lines in order to penetrate into his camp. In either case they must very often be sacrificed for that end.

No less important is their active rôle, which is expressed first of all by their attacking all the enemy's pieces in front of the position which is being stormed. The pieces must retreat, and the position becomes denuded against the attack. Thanks to these threats, the Pawns can move forward without loss of time. From this we may conclude that one must not place many pieces in front of the attacked Pawns.

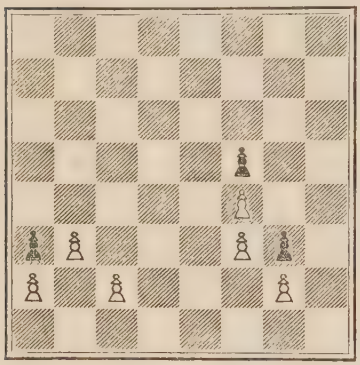
When all the pieces have been driven away, the Pawn finds itself facing the hostile Pawn position. Here it has two objects: either to occupy a weakened point (a hole) or to attack a weakened Pawn. It is, however, possible to attack a Pawn which has not been weakened because, in the event of exchange, a file is opened; in the event of advance, the Pawn itself is weak.

We must look more carefully at the question of the occupation of weak points by the Pawn. As Pawns do not have influence over a big space, the occupation of a weak point means only that such an occupation is advantageous. A Pawn can maintain its position well if supported by another Pawn; if not, then it is necessary to consider whether there are enough pieces for its protection, or whether the opponent can spare more pieces for the attack.

If the advanced Pawn has an enemy Pawn directly in front of it, the latter cannot advance and becomes "backward," deprived of the support of other Pawns, and therefore weakened. But advantage cannot be taken of it unless this Pawn can be attacked by pieces. If not, the weakness of such a Pawn is of no advantage to the opponent. For example,

Diagram XXXIV. gives two positions of Pawns which have become backward, on R 2 and Kt 2. Comparing them, we see a tremendous difference. The Pawn on Kt 2 can be surrounded; attacked on the flank, for instance, by a Black Rook standing on White's R 2. The Pawn on R 2, meanwhile, can only be molested by a Knight from Kt 5. (We are not here speaking about attacks which can be directed against any of the Pawns from the centre; supposing that in the centre the game is level and the enemy will not be allowed to break in here). So in the first case the Pawn can be attacked twice, in the second case only once. The difference is that in the first case there is an open file. If there were no White Pawn on Q Kt 3, the Pawn on Q R 2 could be attacked from the side. If a White Pawn were on K R 3 the Pawn on K Kt 2 would be protected from side attack. (It must be remembered also how weak is the second row of the board in comparison with the first). From this we see once again how important it is to maintain the compact position of the Pawns; and also how important it is to conduct the attack in such a manner that not only is a profitable point occupied and the position of the enemy Pawns weakened, but also the possibility is opened up of future attacks by other pieces.

Diagram XXXIV.



Different Pawn Positions.

Sometimes it is most important to pin down the positional weakness or the weak Pawn, since when that is achieved a flaw is developed in the enemy's ranks. That being advantageous to a player, he must do all he can to keep it there. We have already said that doubled Pawns are worth little more than one Pawn. The corollary of this is that a player must do all in his power to keep his opponent's Pawns doubled

and not allow them to be straightened. In Diagram XXXIV. the position of the Pawns is shown on K B 3, 4, and 5, where White's doubled Pawns are pinned down by one enemy Pawn, so that the latter is playing as if he had one Pawn to the good. This indicates that the game must be fought out in another part of the board, while at this point the fatal weakness of White must be maintained. With this example we now come to the ordinary Pawn game, apart from the question of attack and defence.

On this subject we can add but little to what has been said before, as the rôle of the Pawns in such positions is not a large one. When they are not sent forward to attack or kept back for defence they are hardly in the battle, and only few of them occupy strong squares or command weak points in the enemy's camp. We must draw attention, however, to one type: the Pawn on the open file, that Pawn which becomes so strong towards the end of the game and which is called the "passed Pawn." Although, of course, it is very important to have the open files for the pieces, the passed Pawn, while blocking the file, has in itself great strength. In advancing, the Pawn not only threatens different important squares in the enemy's camp but with each move increases the force of the Rook which is behind it. The Rook, as a rule, should be placed on an open file, but it is good for it to be placed behind a passed Pawn, where the latter acts as a ram, and they thus strengthen each other. If the Pawn is in the centre then, of course, the Rook which stands behind it is very strong. It can also be seen that by its advance, threatening to become a Queen, this Pawn cuts the enemy's deployment in half and divides his pieces. When the position is such, the advantages of a passed central Pawn are greater than its weakness as an isolated one.

The enemy has to keep in reserve some pieces to check the advance. In front of such a Pawn a Rook is generally placed, which at the same time attacks it; or a Bishop or a Knight which, while holding it, at the same take their part in the game because they strike sideways from it. The choice of the piece with which to hold the Pawn depends entirely

on the position. Thus, if the Pawn is too well protected, it is not necessary to attack it ; on the contrary it is very important to pin it down and combine the attack on it, because in this way the forces of the enemy are drawn to its protection. Thus, while the player of the passed Pawn must see clearly how far he can advance it without danger of losing it, the enemy must try to pin it to the square where it will be easiest for him to attack it and most hard for the other side to defend it. Round such a Pawn a struggle takes place, on which the result of the game very often depends.

From what has gone before we see that there are weak points in a position. Is it necessary to state that they are not identical with the weak squares on the board ? The truth is that, besides the strong and weak squares on the board without the pieces, we also get strong and weak points which depend on the position of the pieces. While the strong and weak squares are the same for both sides, exactly the opposite is the case with regard to strong and weak positional points, the weak square for one side being a source of advantage to the other. We know also that there are strong and weak pieces, a matter which does not depend on their station on strong or weak squares. We know that a piece becomes weaker if placed on a weak square ; but sometimes, although on a strong square, a piece may become weak owing to different conditions of the moment. It must always be clearly distinguished on what depends the weakness of the piece ; on the weakness of the square on which it stands or on the particular position of the pieces.

We must now say a few words about the King, another asset in the defence.

The King

We have already spoken of the King, and we know that he cannot actively participate in the middle game. When he is in danger the whole game is in danger ; therefore he does more harm than good when he takes part in the struggle. The best that he can do is not to trouble the other pieces

too much with his defence. What does this mean? Above all, not to occupy the strong squares, which increase their strength, and further, not to stand between them and separate them from one another. Both objects can be attained by the King going away from the centre to one of the flanks. By that he is brought out of the battle, as the normal game at the beginning develops in the centre. When the King is thus brought to the weaker squares on the flanks, he is of course still further weakened. But he takes the sting out of the attack, as the enemy has no wish to attack the weak squares on the board. He attacks either the strong squares or the weak points in the position; while his only object in attacking the flank is the presence of the King there.

Does the King weaken the position on the flank by his presence? In certain cases, on the contrary, he even makes it stronger and gives the Pawns a protection which they had not before. He thus fulfils his second, active rôle: to protect the pieces which cover him. He sometimes does this not only for self-defence, but also in order to start the attack. It is very often necessary to advance the side Pawns a little in order to begin the attack on this flank, so that the others may proceed with their task of storming. The King follows, strengthens and supports them.

Of course the chief object is to protect him, as is shown in cases where the position is weakened owing to the (perhaps compulsory) move of a Pawn. Sometimes a piece covers up the holes, but that is mostly done by the King.

Let us imagine the Kt P advanced to the square Kt 3. In order to cover the holes at B 3 and R 3, the Bishop is placed on Kt 2; but the King can also be placed there. If the R P is advanced to the third and is attacked, it can be protected by B at B 1, Kt at Kt 1 or K at R 2.

Now the King weakens the position where he is, as he makes the attack on this point fatal. Therefore the attack on this point may be conducted with great energy. If the King is not here, the opponent may win a Pawn or break up the Pawn-position, but he cannot sacrifice a piece for such an attack. If the King is here, however, then the enemy may

sacrifice all his pieces to force a mate. Wherever the King may be, his position will always be dangerous and will always draw the enemy's attack. It is, therefore, necessary to reserve several pieces for the King's protection ; but we must remember the King's duty—not to require pieces for his protection. If when the King goes out of the battle he takes some of the pieces with him, he very greatly weakens his own side and deprives it of munitions. All the pieces must participate in the fray, since the object of the game is an active struggle, into which all the forces must be thrown. By their retreat we diminish our chances. We must then first of all remember not to keep any pieces for the protection of the King unless he is in danger ; but, for his safety, he must be put in a safe place. Secondly, the piece which protects the King must also participate in the active game. The position of the Knight on B 3 is strong because, being the best piece for the defence of the castled position the Knight is at the same time a good piece for the central attack. In like manner, the position of the Bishop on Kt 2 is good because he covers the King well and, at the same time, strongly attacks the centre. Finally, it is necessary to choose the most suitable pieces to act for the protection of the King. But the position of different pieces already depends on the different qualities of the positions, as we shall see later on.

Here it is necessary to say a few words on the difference between the two castlings. Superficially this is explained as follows. In the case of short castling (Castles K R), the King at once has a hold upon the files of the Knight and Rook, while, on the other hand, he is not immediately in touch with the centre. In the case of long castling (Castles Q R), the Rook is already in the centre ; but the King stands on the Bishop's file. In another move the cases may be equalised. After Castles K R the Rook can move to the centre ; after Castles Q R the King can go to the Knight's file. All the same, there is a great difference between the two manœuvres. Castles Q R is much more active ; but in order to bring the King into a safe place it is not only necessary to lose one move. A still further move is needed than in the case of Castles K R.

The Queen must also be brought out of the way. But we have already seen that it is unnecessary to move her in the opening of the game. If she is brought out, the game assumes another aspect, with which long castling must be made to harmonize.

The first difference, then, is that short castling lacks individuality, but is the speediest way of getting the King away into a safe place, while long castling is possible only under certain conditions.

Secondly, the movement of the Queen and the position of the Rook on the Queen's file after long castling are of significance when the Q P is advanced two squares. If that Pawn stands on the third square, the Rook has nothing to do behind it, and the Queen also participates late in the game. But if the Q P is advanced to the fourth rank it is natural to expect it to be supported by the Q B P, behind which stands the King. And so, first of all, for safety, he has to move twice and go to Q R 1. Again, in this case, there is reason for the Q R to stand on Q B 1 and for the other to be on Q 1. That is to say, the Rook, after castling, has to go one step back, to Q B 1. This shows that long castling is resorted to when an attack on the King's flank is contemplated. But it is curious that in this case short castling is often preferred, because, owing to the position of the Rook on K B 1, there is a possibility of beginning attacking at once by advancing the K B P. Thus, short castling is normal and ordinary, while long castling is suitable in special cases and under certain conditions, especially with a view to attack on the King's side.

We may now turn to the other pieces.

Queen, Knight, Rook and Bishop

We already know the differences existing between the various pieces which are an active element in chess.

The strongest is the Queen, which combines the moves of the Rook and the Bishop and, like them, commands lines

but also, like the Knight commands a circle of adjacent squares. Though the Queen is typical of the middle game, we shall speak about her later and shall not yet pay much attention to her, because she combines the qualities of other pieces, and through them, we may understand her also.

First we shall take the Rook and the Bishop.

We know their special qualities. They command the lines; the Rook the verticals and horizontals, the Bishop the diagonals. This at once reveals their peculiarities. Each Bishop commands only half the board, and the Bishops cannot help each other during an attack, while the Rooks are able to help each other. This shows that the Rooks are the stronger. Naturally the force of each piece depends on the freedom of its moves and on the number of squares under its control. As the Rooks and the Bishops work on lines, so the first condition of their power is that they should command such lines. If they have control of no lines, their force diminishes and can sometimes be reduced to that of the Pawn. Very often the enemy tries to paralyse the opposing pieces. He closes the lines by placing on them pieces, which are, of course, weaker than those whose lines he closes. On the contrary, the player who possesses Rook or Bishop must try to open the lines. If the line is closed by an enemy piece, the latter can be chased away by a weaker piece, or it can be changed off. In the latter case it is necessary to make a sacrifice, giving up a stronger piece for a weaker one, because an opened line compensates for the loss by strengthening the piece which gets control of it.

There may, however, be other result when the line is closed by one's own man, *e.g.*, by a Pawn—because if any other piece closes the line it can open it again on its next move.

How can one open a line blocked by one's own Pawn? By advancing the Pawn one may open a rank or a diagonal, but not a file, which is the chief line for the Rook. This shows how much more difficult it is to open a line for a Rook than for a Bishop. In order to open up a file, an enemy piece must be taken by the Pawn on it. The ability to do so

depends very much on the will of the enemy, because he might not put one of his pieces under the threat of capture by this Pawn. But one may compel him to do so by sacrificing a piece. If he accepts it he gives the Pawn the opportunity to leave the file which it blocked. Another way, is to sacrifice the Pawn ; but the enemy can choose whichever course is better for him—to accept the sacrifice and open the line, or to refuse it and leave the line closed.

There is, however, another good way of increasing the Rook's power. If the Pawn which blocks the file has no enemy Pawn in front of it, it becomes very strong, being reinforced from the back by the Rook and working like a ram, battering the enemy's position and compelling him to employ pieces to hold it back. Each move of the Pawn strengthens the Rook, because its line lengthens.

But if in front of the Pawn there stands an enemy Pawn, there is a choice of two ways, either to remove one's own Pawn from this file and to direct the attack of Rook on it (an enemy Pawn in the line of the Rook—on the open file—is always the object of attack, although it can become a great force, as has already been shown) ; or, on the contrary, to remove the enemy Pawn from the file by making it take any piece, and to move one's own Pawn forward. The nature of the position must decide which of the two ways should be adopted.

If it is difficult to open the line, still the effect is very great when it is opened and the piece which was covered till now receives its freedom. One's whole game becomes stronger, just as if a piece had been gained.

But if the enemy tries to surround the opposing piece, he perhaps loses by closing the line. And it may be that lines are closed for him as well as for his opponent. The closing of a line is useful when the enemy is the stronger ; or when the line leads towards weak points in one's own camp ; or, finally, when the enemy has some pieces left which command the lines, as against one's own pieces which do not command them.

It often happens that one of the players strives hard to open a line, but in the end its opening harms him ; one side opens the line and the other profits by seizing possession of it. Therefore, in order to judge the position correctly, we must not only weigh up the pieces in the field of action which control lines now, but also consider the possibility of their controlling them. No less exactly is it necessary to calculate whether lines should be opened or not. As a rule, their opening up is more profitable to the stronger player or in the stronger part of the position.

What we have said exhibits the great difference which exists, for the Rook and the Bishop, in the control of lines and in the possibility of opening them. Generally speaking, the lines are closed for the Rook and it is necessary to force them open during the game ; but for the Bishop, on the other hand, the lines are closed only on rare occasions. This main difference arises from the position of the board and the presence of the Pawns. As the board is placed with the sides to the players and the Pawns occupy all the files, along which they advance towards the enemy, those files from the very beginning are completely occupied by the Pawns and can be freed from them only through exchange of Pawns, their capture or the capture of any of the enemy's pieces with them ; in general only by serious changes in their position. Therefore, the files, the most important lines for the Rooks, are closed, and even the ranks are not easily opened, because every move of a Pawn closes one. The diagonals, on the contrary, remain nearly all open, and in any case there is always an easy possibility of the Bishop changing his diagonal. Only the centre diagonals are most often blocked by the centre Pawns.

If, on the contrary, the board were placed with the corners towards the players, the Pawns would move on diagonals and it would be very difficult to open up lines for the Bishops.

Thus, a question arises : Would it not be better to place the Rooks in front of Pawns and by that means avoid the closing of the files by the Pawns ? But if the Rooks were in front of the Pawns many serious inconveniences would arise.

First of all, the Rook could be threatened by all the enemy's pieces and Pawns. Further, the Rook would prevent the Pawns from moving forward and so would weaken the attack. Finally, it would be very difficult for the Rooks to retreat behind the Pawns when once they were in front of them. Suppose that a Rook stands on Kt 3, while the Pawn is still on Kt 2. In order to bring the Rook to the second or first rank we must move it along the third rank up to a file which is free from Pawns on the second rank and then along this file retire it back into camp. But, should any one of the Pawns be advanced to the third rank, this return of the Rook would be nearly impossible. Thus we see how the Rook inconveniences its own Pawns and how dangerous is its position in front of them. Of course it can only be so placed in certain cases.

The Bishop, on the contrary, has no difficulty in retiring to its own camp if it is placed in front of the Pawns. It is enough that the adjacent Pawn should advance one square. By so doing it opens a diagonal for the Bishop to utilise. Besides, the Bishop, when in front of the Pawns, threatens the other parts of the board and therefore does not need the moves of the Pawns which it covers. Finally, being a weaker piece, the Bishop does not fear the attacks of the enemy's pieces as the Rook does. This shows that the position of the Bishop in front of the Pawns is quite normal, while such a position for the Rook is possible only as an exception, in special cases.

One of those special cases, apart from the question of attack along the file, is when the Rook, placed in front of the Pawns, has the possibility of moving horizontally.

We know that the Rook attacks along the file in the direction of the enemy. But, besides that, it also attacks along the neutral rank, a move which scarcely comes into effect in the middle game, as the Rook remains in camp, surrounded by other pieces ; or, if not, all the same it rarely has an object for horizontal attacks.

If its strength could be increased along the horizontal ranks, that would at once enlarge its powers very much.

That, however, is very rarely possible, because the middle ranks are occupied by Pawns and the third rank by its own pieces, thus not requiring the action of the Rook. There remain only the last ranks, which are in the enemy's camp. So the horizontal move of the Rook, except for the protection of its own camp, takes place most often during an attack on the enemy's position.

These observations show that the Rook cannot always make use of all its moves in the game. But this is the case with regard to all the other pieces. Each piece, when advancing, shortens the field of its action, because it diminishes the number of the squares in front of it and increases the number behind it. All the lines behind a piece, leading towards its own position, are only good as offering a possibility for retreat, and that does not increase the strength of a piece. When, on the contrary, a piece is in its own camp then it attacks any point in the enemy's position and controls all the squares between itself and the hostile camp. As we have already said, the Rook, on all the squares of the board, has the same field for its threats ; and it might thus seem that it does not matter where it stands. In reality, this is not so, for we know the difference between various lines and have now learned the meaning of " open " lines. Finally we see that the direction of the attack is so important that the whole line on which the Rook is moving, threatening its own camp, counts less than one square in the enemy's camp which is under its threat. So it is better for the Rook not to occupy strong squares in the foreground of the board but to be posted in the centre of its own camp.

Now, however, we notice a distinction of meaning in the word " possession " of the squares. Any piece may be placed on a square and that will be possession ; but it is possible to keep a square under the threat of any piece, which will also be a possession of the square. We know that, while it is important to occupy strong squares, there are not enough pieces to occupy them all. But that is not necessary. It is important not to let the enemy occupy strong squares and equally important to place on them such of our own

men as would gain from it, *i.e.* Bishop, Knight, and Pawn.

The latter two pieces especially become stronger because, having very short moves, they must be nearer in order to threaten. But besides this there is another reason showing that just those pieces must occupy strong squares. Being the weakest, it is therefore very difficult to drive them away and they remain a long time on the occupied squares.

From this point of view, it is best to put the Pawns there; but they do not hamper the enemy very much, and in case of an attack they cannot escape, and so perish. It is, therefore, better to use the Knight. He is the weakest of the pieces proper and at the same time attacks the enemy in four directions, whereas the Bishop moves only in two.

In each separate case it is necessary to decide which piece to place on the strong square which has to be occupied; but the above-mentioned general remarks are quite enough to enable a player to make a choice under normal conditions.

At any rate, it is possible to say that the best piece for the occupation of the squares in question is the Knight.

We may now deal with this piece. We know the chief difference of the Knight from the Rook and Bishop: he does not command a complete line. Controlling, as he does, adjacent squares, he weakens considerably as he approaches the side of the board, first of all because, in this case, he controls a smaller number of squares, and secondly because those squares are much less important. We can say that the best positions of the Knight are bounded by the third lines from all sides, in other words, lie in the "big centre." His advance does not weaken him at all because the number of squares which he controls towards his own camp remains the same and, on the other hand, he becomes stronger, as he begins to threaten the enemy seriously. Not commanding lines but controlling adjacent squares interruptedly, the Knight moves in four directions from any point towards the enemy and therefore cannot be so strictly limited as the Bishop, which moves from the flanks into the centre and *vice-versa*. The Knight strikes from centre to centre and flanks and from flanks to centre and flanks.

The interruption of his moves makes the Knight quite independent of the Pawns, because he passes between them. Therefore, though the Bishop is stronger than the Knight, the latter becomes stronger in positions where there are many Pawns, where they are packed close, and where the whole game is very congested, because he passes between all the pieces, while the Bishop cannot get control of a line.

Let us now say a few words about the Queen.

It is not necessary to say much about her, because her move combines those of Rook and Bishop, by knowing which we can understand hers. It is not difficult to appreciate the differences which arise from the combination of the moves of these two pieces, in those of the Queen. All those dangers of which we spoke as regards the Rook are absent for the Queen, because she can always save herself on the diagonal. Thus it follows that there is no necessity to hold her behind the Pawns, as in the case of the Rooks. More than that, she must be advanced because, if she stands somewhere on the side of the board, she can exert only the force of either Rook or Bishop. At such a long distance, the diagonals pass too far from the verticals and horizontals for her to combine all her threats on all those lines against the enemy. If, on the contrary, the Queen stands in the front she strongly threatens all positions of the enemy, if not in four directions like the Knight, still in three. But she has advantages over the Knight because her lines are complete and she can threaten from a distance. Whereas, therefore, the Knight on an open board, for all his action in eight directions, may threaten nothing at all (his force, in fact, being increased in proportion with the number of pieces on the board), the Queen's power comes into operation, when the opportunity arises, in long-distance threats. When the board is too crowded the Queen often has to look on, without participating in the battle; and in such cases, she stands far aside, reserving her potential force. When, on the contrary, the board is empty the Queen requires an enormous active power.

From all that has been said, and also taking into consideration that she is the strongest piece on the board, it is obvious

that the Queen can be brought into the game with greater confidence than the Rook. To keep her in safety behind the lines means to minimise her force. But as that force is less when the board is too crowded, her action in such a case may be confined to threats from afar, while waiting for a more open board. In like manner an ocean-liner cannot move in a small river, but must have more space. Besides, on the crowded board the Queen will be constantly attacked by weaker hostile pieces, before which she will be obliged to retreat.

It is also necessary to notice the difference between the Knight and two other pieces commanding adjacent squares, the King and the Queen. Of the three the Knight alone acts best on a board full of pieces.

CHAPTER III

THE ESSENTIALS OF THE GAME:

Gain in Force, Space and Time

Having now made acquaintance with the principal elements of chess, we may ask ourselves what is its scope and what must guide us in dealing with its elements.

The object of every game, we know, is mate; that marks the victory which crowns the game. When play begins, both sides are equal in strength, and thus it is necessary to reduce the game from absolute equality to absolute inequality before victory inclines to one side. On the way towards mate there are special objectives, the attainment of which lessens the equality between the players. This disappears, and the player who knows how to gain advantages and pile them up will win the game.

As chess is composed of three elements, so advantages are expressed in those elements. To win a game implies to achieve a gain in the elements from which it is composed.

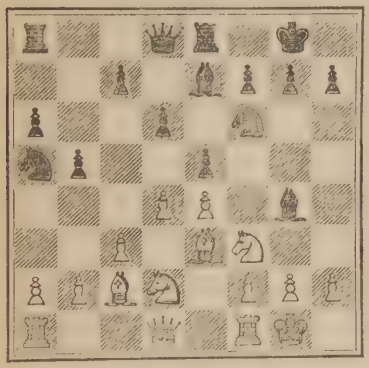
What is the meaning of gain in force, space and time? The first is easy to determine. The player who has the more pieces, or whose pieces are stronger, has the advantage in force. The second, the gain in space, is also easy to explain. The player who controls the greater part of the board, or its strongest squares, has the advantage in space. It is more difficult to describe the gain in time, as it is not readily perceived.

Naturally the player who develops the greater number of pieces or the more important of them for a given position has made a gain in time. But from this point of view we can only state such an advantage when the inequality of positions is marked or in the opening of the game. In positions which are nearly level it is necessary to investigate more minutely who has the advantage in time. With this object we must reckon up the moves which must be played by either side to attain a given position.

Let us take for example the position in Diagram XXXV. White has made with his Pawns 3 moves, with his Knights 2 moves, with his Bishops 3 moves, with his King one (castling)—altogether 9 moves. Black has made with his Pawns 4 moves, with his Knights 3 moves, with his Bishops 2 moves, with his King one (castling), with his Rook one—altogether 11 moves. This means that Black has gained 2 moves.

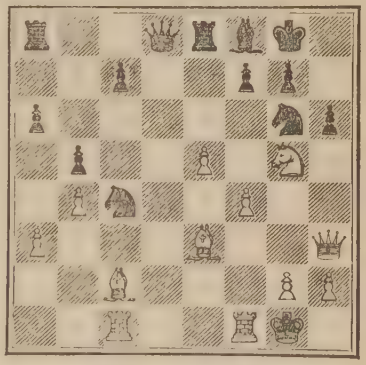
It is best, of course, to have the advantage in all three elements, *e.g.* to have an extra piece, command the greater part of the board, and develop all the pieces while the enemy has developed only a few. That, however, is but seldom possible and is seen only when the victory of one side is near at hand. It more often happens that an advantage in one element is combined with inferiority in the others. Very frequently this combination of the elements changes during

Diagram XXXV.



Black: O. Chajes.
White: J. R. Capablanca.

Diagram XXXVI.



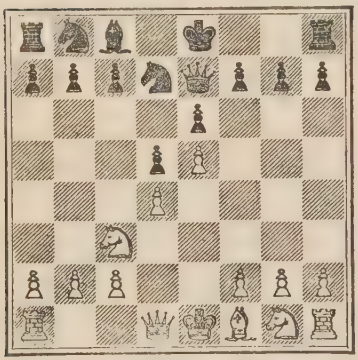
Black: O. Chajes.
White: J. R. Capablanca.

a game, and the player who at a certain moment had a gain in time later gains in space and loses in time, *i.e.* changes one element for the other. An example may be taken from the same game, Capablanca *v.* Chajes, 10 moves later than the position in Diagram XXXV. (See Diagram XXXVI.). Let us reckon the moves which they have made.

White has made with his Pawns 5 moves, with his Knight 2, with his Bishops 3, with his Rook one, with his King one, with his Queen 2—altogether 14 moves. Black has made with his Pawns 3 moves, with his Bishop 2 (the return move of the Bishop to his original square must be counted, as it would have been impossible otherwise to castle), with his Knights 5, with his King one, with his Rook one—altogether 12 moves. Now, therefore, White is 2 moves to the good, which means that during the last 10 moves he has gained 4, Black having been previously 2 moves to the good.

We thus see that it is not so difficult to determine the advantage in any of the elements; but it is much more difficult to consider the comparative value of the whole situation (loss in one element and gain in the other). It is easier to understand the position as regards the forces because their strength is easily calculated. The so-called "sacrifice" is nothing but the giving away of a piece in order to gain an advantage in another element, in time or in space. The gambit involves sacrifices in the opening—Pawns or pieces—for the sake of quick development. A correct sacrifice brings a sufficient advantage in time or in space for the lost piece, a faulty one brings too little.

Diagram XXXVII.



Gain in Space *v.* Gain in Time.

But such a relation exists between time and space that it is possible to surrender space for time and *vice-versa*. As the game is played with the pieces this relation between time and space often escapes the attention of the player, and the sacrifices which he makes in one of the elements are often made unconsciously. They are, however, very real ones.

Owing to that, the position is often wrongly valued. Let us take for example one of the opening positions in the French

Defence, which often comes about in practical play (Diagram XXXVII.). The following are the opening moves :— 1 P—K 4, P—K 3 ; 2 P—Q 4, P—Q 4 ; 3 Kt—Q B 3, Kt—K B 3 ; 4 B—K Kt 5, B—K 2 ; 5 P—K 5, K Kt—Q 2 ; 6 B×B, Q×B.

It is at once noticeable that White has gained in space, thanks to his advanced central Pawns, and it would appear that the advantage through them is obvious. We know, however, that the winning of the game is not quite secure for White.

What is the reason for this ? It is time. (If I am not mistaken, it was M. Alapin who first pointed out the combination of time and space in this variation).

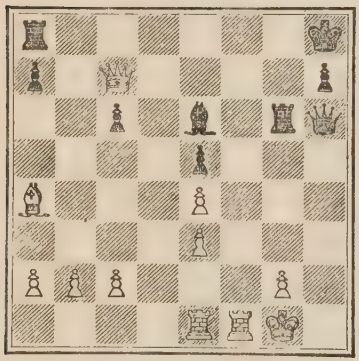
Let us count the moves made by both sides, and we see that White has made 4 moves while Black has made 5, *i.e.* Black has gained one move. Both players moved correctly, but one of them gained the advantage in space and the other in time. We may say that White sacrificed time to space, or, on the contrary, Black sacrificed space for time. In order to understand which has the advantage, we must estimate the value of the position and whether the gain in one of the elements compensates for the loss in the other. We cannot at this point enter into these details, which will be the object of attentive observation in Part II. We now merely note that, from all these examples and from what we have said about sacrifices, it follows that beside real advantages and gains there are fictitious ones.

Let us suppose that one player moved at the very beginning R P up to the fifth rank. He did not lose a single move by that, and if his opponent did nothing during that time he perhaps gained two moves. But we know that the development of this Pawn has no value, and the gain in time turns into the loss of the game. We find the same also with regard to space, as when one player gains space on one flank at a time when the game is decided on the other. The same applies to the forces too, when the player who gains a piece or a Pawn is afterwards forced to lose the game. This shows that in a valuation of gains and losses in the elements one

cannot limit oneself to a formal summary of pieces, squares, and moves. Such a summary tends only to a slight knowledge of the position and cannot possibly carry one far. The second stage in analysis is the qualitative valuation.

It is not enough merely to see how many pieces each player has and who has the stronger pieces; we must also consider their position. We must appreciate who occupies the strongest squares, whether the pieces are placed advantageously for the exercise of their functions, whether they are connected with one another, and whether they have enough freedom without leaving weak points. This is already familiar to us from what has been said about the properties of the elements of chess, so that such an analysis should not be difficult for us. (Some explanatory examples, however, will be given in Part II.). But the analysis is still not finished. There may be cases when one player has all the advantages and still loses! That depends on some special exceptional quality in a given position; on its character, which gives a special significance to some pieces to the disadvantage of others. This character determines the object of the particular game, and it is necessary to understand it. We must also clearly understand the character of the position, because without understanding it we cannot really judge the game.

Diagram XXXVIII.



Black: P. Morphy.
White: L. Paulsen.

Let us take, for example, the position in Diagram XXXVIII. Here White has gained in force, space, and time, but loses at once after Black's sacrifice of the Rook on Kt 7. But let us suppose that in this position the King stands, not on K Kt 1, but on Q Kt 1. That changes nothing either in force, space or time. But it radically changes the whole character of the position, because now all Black's attacks will be in vain,

hitting at nothing; and it is not White's King who will be unprotected, but Black's! White will not only be able to realise his extreme advantage but also to develop the attack on the enemy. This judgment of the position is generally decisive and the strong player usually makes it only because he made the two former almost unconsciously, and rapidly. But this circumstance often leads to incorrect position-judgment, concluding too much in one's own favour. The player is accustomed to pay little attention to the general position, but to judge from his own point of view. When hopes are disappointed, then the objective iron logic of things comes into play and punishes blindness.

Therefore it cannot be too much insisted upon that inexperienced players, especially beginners, should make their analysis and judgment of the position very minutely; beginning with quantitative analysis and coming to qualitative, and finally finishing with an internal valuation of the characteristic features of the given position. (See details in Part II.).

Threats

If we wish to get the advantage in force, space and time, *i.e.*, the advantage in position, we must naturally try not only to obtain it for ourselves but also to prevent the enemy from obtaining it.

That is the meaning of the struggle which begins from the first move on the board and continues during the whole game, till one of the players gains the advantage and overcomes the other.

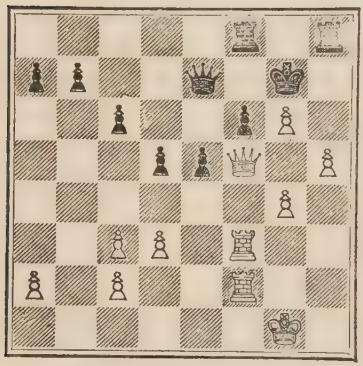
To obtain the initiative means first of all a hardly perceived advantage in time or in space, which allows one player to threaten his opponent, who must protect himself. Therefore, in a normal game, White has always the initiative because, having the first move, he can threaten first. At the beginning, although the positions are exactly similar there is a slight advantage in time. Not a move, not a unit of time, but a very small part of it, the right to begin, gives the initiative

to White. Thus threats are means to hinder the enemy, to obtain the advantage and also to equalise the game. If we do not threaten, we give full freedom to the enemy to develop his game as he wants to and to employ all his pieces at their full force.

Threats are divided into: (1). Direct, which threaten at once; *e.g.*, a Pawn attacks a piece and threatens to take it, a Bishop checks the King; and (2). More distant, *i.e.*, threats which are manifested only in a whole series of moves.

It is unnecessary to point out that the latter are more dangerous; firstly, because they are hidden, and secondly, because they are complicated. From the former it is not difficult to protect oneself, while from the latter it is sometimes nearly impossible to do so. And protection from the hidden threat is as complicated as the threat itself, if the latter is really serious.

Diagram XXXIX.



Black: D. Janowski.
White: Dr. S. Tarrasch.

Here, for example, is a position (Diagram XXXIX.). White plays P—Kt 5, with a direct threat to take the Pawn on B 6, and with a more distant one to win the Queen, and if she escapes then one of the Rooks, by the moves P×P ch, and P—Kt 7. Black can protect himself easily from the direct threat with the reply P×P; but then White plays 2 Q×R ch, R×Q; 3 R×R, *i.e.* changes Queen for two Rooks. This exchange, however, hides a threat to win the Queen by the move R—B 7 ch; and if Queen or King move away then White plays R—B 7 (ch), followed by R—R 8 mate. This threat compels Black, in his turn, to sacrifice the Queen for two Rooks, *i.e.* to play Q×R. If White answers 4 R×Q, then K×R and P—K 5, Black, having two passed Pawns (K P and K Kt P) against White's two passed Pawns (K R P

and K Kt P), may make a draw. But White, after Q×R, does not take the Queen, but plays 4 P—R 6 ch. In order to protect the Queen, Black must play K—Kt 1. Then follows 5 P—R 7 ch, K—Kt 2; 6 R×Q, K×R; 7 P—R 8=Q, and White wins.

In this combination we see a whole chain of growing threats: first winning the Pawn on B 6; then winning the Queen on K 7; then one of the Rooks; then mate on the Rook's file; and finally the move of the Pawn on R 5, which becomes a Queen or wins the hostile Queen. Black could protect himself from all the threats except the last, against which there was no defence. So this threat was the object of the combinations, to drive away the Black Rook from the Rook's file and thus to open the file for the move P—R 6. The realisation of this threat was possible chiefly because, apart from the main threat, each move was a direct threat from which it was necessary to seek protection.

Thus we see that the decisive rôle belongs to the distant threats; but that the direct threats play a very important part in not allowing the enemy to defend himself readily against the main threat.

Of course such combinations of threats, forcing all the replies, are very rarely possible, especially in the end-game. But it is necessary to try to attain such and to remember that a real gain comes only from distant threats.

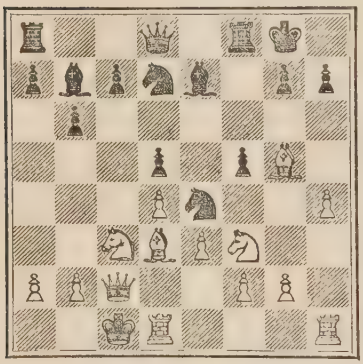
In another way, threats are divided into real threats—those which actually threaten the enemy with a weakening of his position or with the loss of a piece, etc.—and fictitious threats, which are not a serious menace, but only seem to be so. In the case of the latter it is rightly said that the threat is stronger than its fulfilment.

It may seem strange to make such threats if their fulfilment will not harm the enemy; but in reality that is not the case. On the contrary, such threats are very disagreeable as they hinder the enemy, and, by constantly hanging over his position, make it difficult for him. The fact is that in the given position the threat is fictitious; but should it be forgotten, it at once becomes full of force and may destroy the position.

Such are nearly all the threats in the opening. In fact, after 1 P—K 4, P—K 4 White with the move 2 Kt—K B 3, though attacking the Pawn on his K 5, does not threaten to take it because we know that Black can win back White's K P. After 2...Kt—Q B 3; 3 B—Kt 5, again, White does not threaten to win the Pawn. But let us imagine that Black forgot this threat and began quietly to develop: Kt—B 3 4 Castles, B—K 2; 5 Kt—B 3, Castles. White can suddenly accomplish the fictitious threat and play 6 B×Kt, Q P×B; 7 Kt×P, winning a Pawn.

Let us take another more complicated example (Diagram XL.). In this position, as everybody knows, the normal development of Black is P—B 4, which is very menacing in view of White having castled on the Queen's side. If White in answer to this move plays P×P, it is then possible for Black to answer Q Kt×P, threatening to take K B with a check, thus repulsing all White's threats in the centre and ruining his hopes of an attack on the King's wing. If, on the contrary, Black, after 1... P—B 4; 2 P×P, were to continue P×P, White would threaten 3 Kt×Kt, B P×Kt; 4 B×P and, after P×B, 5 Q—Kt 3 ch and Q×B, winning a piece. In order that this threat of White's may remain fictitious, Black must move the King so that the enemy's Queen shall be unable to give him check, and attack the Bishop at the same time. Further, this threat remains fictitious so long as Black can, after 1...P—B 4; 2 P×P, take the Pawn with the Knight, which is possible, as we have seen, only so long as it threatens to take K B with a check.

Diagram XL.



Black: E. Znosko-Borovsky.
White: A. K. Rubinstein.

In view of what we have said, White first of all moves away

the King, K—Kt 1, avoiding the threat P—B 4. Now if Black makes the move, he would be unable to take the Pawn with a Knight. This means that Black, first of all, must, like White, move the King away, in order not to be threatened by the check of the Queen on Kt 3, winning the Bishop. Through not paying attention to the move made by White and the hidden threat, Black just the same played P—B 4 and lost a piece: 2 P × P, P × P; (if Q Kt × P, then 3 Kt × P); 3 Kt × Kt, B P × Kt; 4 B × P, P × B; 5 Q—Kt 3 ch, K—R 1; 6 Q × B, P × Kt; 7 R × Kt, etc.

Therefore White by his preparatory move avoided the enemy's real threat and made it fictitious. Black, not making a preparatory move, turned the fictitious threat into a real one and weakened his own real threat.

This example shows us a battle of opposing threats.

We see now that it is impossible to ignore fictitious threats. But, though we must be very attentive to such threats on our opponent's part, still we must not exaggerate the value of our own fictitious threats. Games with such fictitious threats often exhibit the false type of "trappy" play, which is unpleasant as not corresponding with the logic of the game.

In the same category we must consider the game where one of the players leaves his piece *en prise* and it is impossible to take it. For example, in positions like the one we have just seen (Diagram XL.); if Black plays P—K R 3 White can quietly leave his Bishop *en prise* to a Pawn because the open Rook's file recompenses him a hundred-fold for the sacrificed piece. But it often happens after being, for several moves, *en prise* to the Pawn in full safety, this piece can after all be taken; and the player whose sacrifice was right three moves before, now, as the position has changed, simply loses his piece. It is necessary to be especially careful in such positions.

The object of threats is to hinder the enemy's development and make it slower. Omitting simple attacks on the pieces and checks, let us see what is their nature.

First of all, there is the chasing of hostile pieces, which have come too close to our camp and occupy important squares

or otherwise are menacingly posted. There are certain complicated distant threats to win such pieces, separated as they are from their own forces. Then there is the prevention of the occupation by the enemy of important squares, either by occupying them with one's own pieces or by keeping them under the threat of occupation. Then the rendering the enemy's moves more difficult by "pinning" a piece, *i.e.* attacking a piece, which is unable to move away, as by so doing it would expose another and a stronger piece to attack. The same object is aimed at by threats against the lines on which the enemy's pieces are moving, and especially through their closure by a Pawn or one of the weaker pieces.

A different type of threat is the attempt to compel the enemy to post pieces on unprofitable squares, where they can develop only a small portion of their powers; and, still more important, to compel him to protect his weaker pieces with his stronger, by which a Rook, for instance, may be reduced to the value of a mere Pawn. Finally, there is the formation of weak points in the opponent's game, which will always call for defence by various pieces.

For one's own part, it is constantly necessary to try to occupy the strongest squares; to post the pieces where they can exercise their full force and have freedom of movement; to open up lines when this brings advantage; and, finally, not to allow one's pieces to be pinned, unless the threat in the pin is only a fictitious one.

CHAPTER IV

GENERAL REMARKS ABOUT THE OPENING

We know that every game is divided into three parts : beginning or opening, middle and end.

The end-game is the realisation of what was obtained in the middle game, and we shall not trouble about it now.

The middle game is the real game, as here the fate of the contest is decided, and the round of ideas included in the game of chess begins, develops and finishes here.

The opening, on the contrary, is the preparation, mobilisation and development of the forces for battle. It is true that this mobilisation is of a special kind, as all the forces are fixed beforehand and can neither diminish nor increase ; and the mobilisation is often contemporaneous with the battle. So the opening may be described as a deployment of the forces for battle in sight of the enemy.

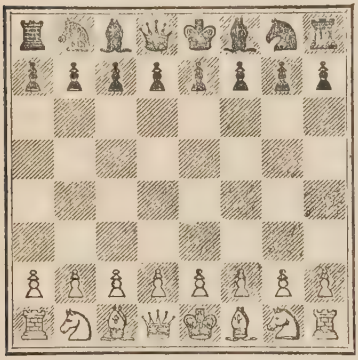
In order to know how best to open we must appreciate thoroughly all the qualities and characteristics of the middle game. The opening is the preparation for this, and we cannot possibly make a good preparation if we do not know for what to prepare. It is very strange that hitherto the middle game has remained unstudied. The beginning and end-games have received thorough attention, but the middle game, which is the most interesting and the most difficult, has not. Students of chess have learnt by heart different variations of the opening and end-game, but have been left helpless in the middle game.

This is explicable by the exceptional difficulty of the analysis of the middle game. First of all, there is no point from which we can begin to analyse.

The opening has a given initial position, and the end-game brings us to simple positions where a mate can take place. But how are we to deal with the middle game? There is not even any classification of the middle game, and we must begin all anew.

Analysis of the opening varies very much in different cases and is carried down to quite different distances. Sometimes it proceeds right up to a mate, sometimes it finishes when there are but few pieces left and sometimes, on the contrary, it finishes when half of them are still not brought into action. But one may reasonably hold that the stadium of the opening is finished where the development is over and where, in place of the initial position, equal for both the sides, with undeveloped pieces unable to attack the enemy or help each other, comes a new one with all the pieces ready for the battle, for attack and mutual help.

Diagram XLI.



The Original Position of the Pieces.

We have said that the opening can only be played correctly when the middle game is understood; but still, from what we already know, we can make several remarks about the opening and the objects to be attained in it.

Diagram XLI. shows the opening-position on the chess-board. We are familiar with those simple explanations given in certain books on the openings, speculating which to choose of the 20 possible first moves (16 with the Pawns, 4 with the Knights) and following on with contradictory statements; such as, *e.g.*, that the move P—K 4 is good because it opens diagonals for the Bishop and Queen, that the Queen must not be brought out, that next Kt—K B 3 should be played (blocking the Queen's diagonal), that the object of Kt—K B 3 is the threat against a Black Pawn on its K 4, that Black

has no need to protect this Pawn, etc., etc. After what has been said in the preceding pages concerning the elements of the game, it is unnecessary for us to indulge in explanations of such a kind, nor is there any need for us to speculate.

We know that each side must try to occupy the strongest squares, which are in the centre, and to prevent the enemy from doing likewise. Each must try, in the shortest time, to bring out all the pieces at the most profitable points. The King must be taken away from the centre and the Pawns, with the exception of the centre ones, must remain in their places. Each player must threaten directly or indirectly (with immediate or distant threats) in order to hinder the enemy. It is no secret for us that the opening game must develop in the centre and, as the centre on the chessboard is formed by the squares Q 4, K 4, Q 5, K 5, so the object of both sides is to bring forward both the centre Pawns two squares. (It is also feasible to advance, besides one centre Pawn, the Q B P as well ; but not the K B P, which opens up the castling position). The opening battle, therefore, rages round these points, to decide who shall occupy the central squares with his Pawns. If one player succeeds, it does not mean that the one who failed is necessarily in a worse position, provided that he obtained adequate compensation ; his game might still be quite good. That is why the Spanish Game or Ruy Lopez may be counted as one of the best and most reasonable of openings because it keeps up the fight over the centre Pawns longer than all others, so that it still continues when the opening may be regarded as finished. It can only be so regarded when the enemy has advanced two centre Pawns and both the Knights and the Bishops, after castling and bringing his Rook to the centre.

Thus, although the opening is dependent on the initial position of the pieces, it is necessary even from the very beginning to have an aim in view, which can be generally explained as *a position where all one's own pieces are developed round the strong centre.* If to that we add an inconvenient position of the enemy pieces, then we come to the middle game, the loss or gain of which depends on us.

PART TWO

THE MIDDLE GAME

CHAPTER I

General Remarks about the Middle Game

We have already said that the difficulty of studying the middle game arises first from the lack of necessary fixed positions and the absence of classification. The first difficulty, however, admits of the possibility of a greater thoroughness in the middle game, because it allows us to choose the more typical examples of various sorts of games. Those rules and comments which we shall obtain from them will apply to all similar positions, with a few individual differences which each player brings into the game of his own personal creation. Numerous examples will be given in Part III. of this book. Then we have the question of classification. How are we to divide the whole inexhaustible mass of chess? Into what groups, which would at the same time keep all the different possibilities of the game in view and be sufficiently characteristic to be regarded as typical?

If we look for the purposes of classification to such external aspects as the game on one of the wings or in the centre, the game with various pieces, attack and defence, then we very quickly see how entirely unsatisfactory this method is.

Very often in reality the game on one of the flanks is exactly similar to that on the other and for one's own side is full of very different and even contradictory positions. The game with various pieces is not the middle game, but only a preliminary study for it, because the game involves the use of all the pieces. Finally "attack" and "defence" are

only small events, which do not exhaust all the different varieties of chess.

We must look for some internal system of classification; and it seems to me that the following will prove the best: an internal valuation of the position, which reveals advantage, disadvantage, or equality, and dictates an active, passive, or neutral game.

Thus we divide the middle game into three big groups:

(1). Positions in which the advantage of an active game is given to one side;

(2). Positions where, on the contrary, a passive game is forced, owing to certain weaknesses; and

(3). Equal positions, which have no special character.

The last group generally precedes the two former; but, as it is the most complicated for both sides, a correct analysis of it involving the knowledge of positions of a more definite character, we must therefore consider it after the two former, which really are two aspects of the same position, first from the side of one player and then from that of his opponent. We study each of those two groups, in order to learn how to keep and increase our advantage or how to counteract our weaknesses and not let them increase till the loss of the game follows.

We accept the advantage which accompanies the active game, because the latter without it is similar to the counter-attack on the part of the defence.

Each position has to be looked at from the point of view of the three elements, of force, time and space (except in the case of Group 3, which deals with equal positions); but, as in a practical game they are all combined we shall very often have to disregard two of them in order to fix our attention chiefly on one. By such a method of observation we shall examine all possible positions and shall be able to make some general deductions, after which we shall only have special cases to examine which, for their part, will also be grouped according to the three elements: (1). Space—the game on the wings, in the centre, in one's own or in the enemy's camp; the game against castling on the King's or Queen's side, etc.

(2). Time—attack, quick or slow; defence, passive or with counter-attack; manœuvres; shock-tactics. (3). Force, the game with different pieces, and their combinations. All these will be the subject of Part III.

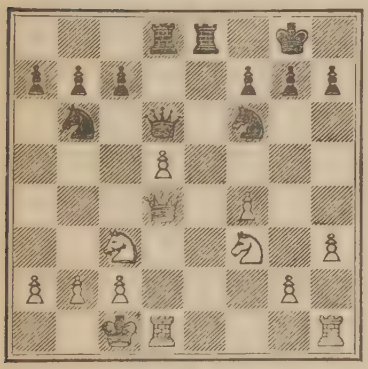
But, before studying how different positions must be played, we must make a general examination of what a player has to do with any position which is before him. With what should he begin and at what object ought he to aim?

The object of each player in any position is threefold: (1). To value the position and weigh up its strong and weak points, to determine its character; (2). As a result of this valuation, to make a plan of the game; and (3). To bring this plan into effect.

We must now occupy ourselves with those three points.

Valuation of the Position

Diagram XLII.



Black: F. J. Marshall.
White: P. S. Leonhardt.

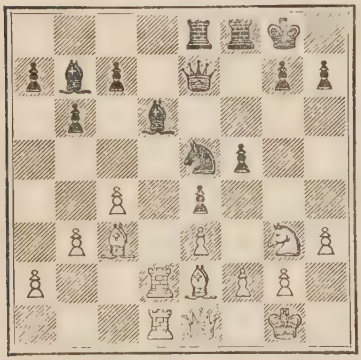
We know already that the valuation of positions must be made first of all externally and formally, and only afterwards when this earlier valuation proves insufficient, internally and with a penetration into their qualities. Such a valuation must never be neglected because it inspires us with either confidence and calm, or, on the other hand, with anxiety—the latter being of use by enabling us to avoid coming disaster. It is, however, quite easy to make this valuation (to count pieces, moves and squares) and it is the result of unquestionable facts, which have in consequence great significance.

Let us take any position, such as that shown on Diagram XLII. On counting the pieces we see that White has an

extra Pawn, *i.e.* has made a gain in force. We can further easily see that White has gained also in space, because his Pawns stand on Q 5 and B 4, and the Queen on Q 4, while Black has all his pieces posted on three ranks. Finally, on counting the moves necessary to attain the present position, we give White 8 moves and Black 7, which means that White has gained also in time. Thus White has made gains in all three elements.

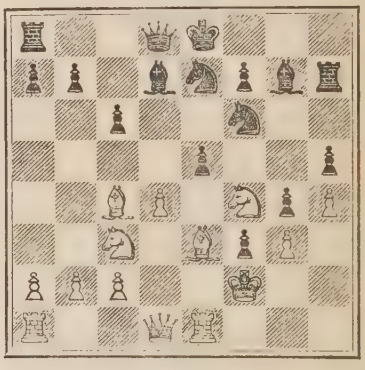
The game of chess, however, is seldom seen so clearly. The elements very often contradict one another, and gain in one is frequently counteracted by loss in the other. Here,

Diagram XLIII.



Black: R. Teichmann.
White: B. Vergani.

Diagram XLIV.



Black: J. McConnell.
White: P. Morphy.

for instance, we have another position (Diagram XLIII.), where the two sides have an equal number of pieces. As regards space, Black has undoubtedly gained, thanks to his advanced Pawns on K 5 and B 4 and the Knight on K 4. White has only one Pawn on the fourth rank (B 4), all his other men being crowded together on the first three ranks. If we count the moves, we shall see that White has made 14 while Black has made 11. Thus White has gained three moves. Here we must weigh up gains and losses in the different elements and thus come to an analysis of the quality of the position. We form our judgment easily in cases where

all the elements are found in agreement ; but where, on the contrary, these elements are in contradiction, we cannot rely on external judgment nor be satisfied with it. It is, however, possible to give examples where the gain, even in all three elements, does not prove a real advantage. Such is the position on Diagram XLIV. Let us count the pieces. White has 2 Pawns fewer, and even if he can win back one Pawn, he would still have one less. Black has also more space, thanks to the Pawns on the King's wing, which have advanced in one case to the sixth rank. This advantage would be compensated by the posting of one White Pawn on K 5 (after taking Black's Pawn). Finally, Black has made 14 moves and White only 10, *i.e.* the former has gained 4 moves. Yet, in spite of the gain in all elements Black was defeated after very few moves.

From this it follows that, even with a full agreement of all elements, one cannot rely too much on such an external judgment of position.

On what can we build an internal valuation of quality ? Is it some curious unaccountable instinct, "*Positionsgefühl*" as the Germans call it ; or can we make certain deductions founded on objective facts ? Undoubtedly such an instinct plays a great part, and its significance is shown both in the judgment of position and also in the working out and realisation of plans.

The more difficult the position is, the deeper are the characteristic features, the less noticeable are superiority and inferiority and the greater is its meaning. It is possible to say that this instinct shows itself in the guessing of the qualities of a position before they are visible. If a player is less gifted, he does not realise and does not account for them, but very often notices them later on when their results are imminent. Therefore this instinct helps to the discovery of the true path in the game and is more dangerous to the opponent, because he does not understand all the peculiarities of the position and does not see the menace. The real facts, however, also play a very great part, since chess, being an impersonal game, cannot be reduced merely to a matter of

guesses. As the instinct guesses the hidden peculiarities of the position, it is impossible to conclude that those peculiarities do not exist. They have not yet clearly shown themselves, and therefore, to discover them, we must apply finer and more flexible means than the formal criteria which we have used till now.

We must first of all use all our knowledge of the elements of chess, of their changes and interdependence, and then we shall see everything in quite a different light. Consequently perhaps a gain will sometimes appear an indisputable loss.

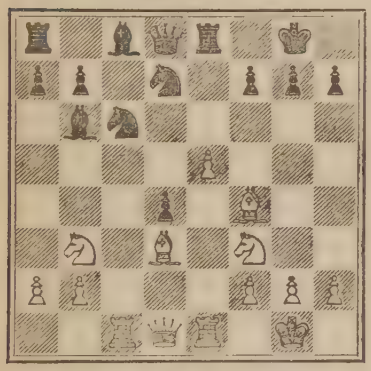
Let us turn again to Diagram XLIII., where White's gain in time could not prevent a doubt as regards the rightness of our method, so great and visible is Black's advantage. Let us see whether this gain in time really exists.

First of all White has twice moved Pawns on the passive Queen's wing. He has made a move P—K R 3, which does not develop his game. Finally he has advanced his centre Pawn one square only (*i.e.* by so doing, lost one move), and failed to obtain control of the centre squares. Such is his Pawn position. With regard to the pieces the case is no better. The Knight took two moves in order to occupy its post on the weakest line ; the Black Bishop made two moves in order to occupy the diagonal which it could have taken in one move and acts as no stronger than a Pawn to prevent the loss of the Exchange. And the Queen moved once, not only to become more active but even to put herself in a position of all but absolute stalemate. So it is very often enough to spend only an extra minute in order to judge the position rightly. What we have just done cannot even be called an internal valuation of the quality of the position, because we still judged externally but did so more attentively. We cannot, however, stop there, because such an analysis will give us only a general understanding about the position and its strong points. But for the game we must have an exact understanding of all the properties, of the position and of all its strong and weak points. As a dim position instinct is not enough for right judgment, still worse is judgment by such shallow facts, which give only a very general and

unsatisfactory understanding of the position. What we called the second step in the valuation of position must be made with great detail and exactness ; after which it will be quite easy to pass to the third decisive step ; the most characteristic and individual determination of the given position.

Let us take for example the following position (Diagram XLV.). Mere external analysis of this position shows us equality of pieces, equality of space (the Pawns on K 5 and Q 5 counteract each other and the Bishop on B 4 has no importance, acting no more than the rôle of a Pawn) and gives a small advantage to White only in time—just one move.

Diagram XLV.



Black : H. Süchting.
White : R. Charousek.

An internal analysis of this position, however, will value it quite differently and will show the greater advantage of White.

It first strikes the eye that, while White has all his pieces in the game, Black has two pieces (B and R) not participating. If the Bishop can easily be moved after the removal of the Knight on Q 2, it is not obvious how the Rook can come into action ; and even if it should come in, it can only do so very late and on the opened Q B files already occupied by the enemy.

The position of the other pieces is also disadvantageous for Black. The second Rook is blocked by the White Pawn, which has advanced to the fifth rank and leaves it too small a field of operation. The Black Bishop only protects the Pawn on Q 5 and has no diagonal. The Queen is nearly stalemated, because her diagonal to K R 5 is all under control of the enemy ; the diagonal to Q R 4 is closed by her own Bishop, and the Queen's file only offers one square at Q 4, from which she can be easily driven away by the Bishop (at B 4 or K 4) without the possibility of occupying any other

profitable square. As regards the Knights, one of them is beautifully placed on the best square B 3; it moves freely in all directions and combines the protection of its own Pawn at Q 5 with attack on the enemy's Pawn on K 4. The only disadvantage for this Knight is that the enemy has such another, also placed on B 3, having the same freedom of action and also combining attack and defence of the same Pawns (its own on K 5 and the hostile one on Q 4). We may add that the latter Knight is better placed than Black's, because it is posted on the King's wing, which is in this position the more important.

The position of the other Black Knight is not so good. First of all it blocks the Bishop and Queen. Besides it is deprived of all squares to move to—especially of K B 3—except K B 1 and the negligible Q Kt 1; and by moving it temporarily diverts attack from White's K P.

All White's pieces, on the contrary, are well placed. Both the Rooks occupy long open files. One of them supports its own Pawn on K 5, which is far advanced, *i.e.* it occupies one of the best positions for the Rook. The Knights are also well placed. About that on K B 3 we have already spoken. The other, it is true, occupies a bad square at Q Kt 3, but in the actual position it plays a big part because from here it attacks a strong hostile passed Pawn and deprives the enemy's pieces of the squares Q R 4 and Q B 4, which might be useful to him, first in order to divert the Bishop, and secondly, in order to develop the Knight on Q 2. Especially good is the position of the Bishops. One at Q 3 has full possession of two long diagonals. The other at K B 4 has one diagonal closed by its own strong Pawn on K 5, which it supports, but its influence is felt along the whole diagonal beyond the Pawn, as can be easily proved by imagining the enemy to play Q—B 2. The Queen's rôle is at present passive; but we must not forget that she occupies the third file of the centre, with an attack on the Pawn at Q 4 and may any moment use both her diagonals, to Q R 4 and K R 5, as not a single square on these diagonals is under control by

the enemy's pieces, and they are closed only by her own Knights.

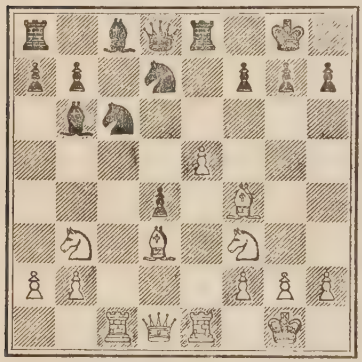
White's great advantage is quite clear. It lies in force and time (two undeveloped pieces of Black!). We shall discover an advantage also in space, because White occupies the most important squares with his pieces or holds them under threat. Indeed, when we remember that the strong squares are the centre ones, including the two Bishop's files and the third and sixth ranks, Black on those squares has only two pieces, the Knight and the Pawn, while White has the same plus two Bishops. Equally great is the difference between the number of squares which each side threatens. Black threatens only eight centre squares while White threatens all except two: Q 5 and K 6. All the centre files are threatened by White, many very important squares (Q B 5, Q B 4, Q 4, K 4) are attacked twice, and some of the enemy's threats (Q B 4) are paralysed by similar White threats.

Most difficult is the valuation of the two centre Pawns, which counteract each other and which are attacked and protected the same number of times by both opponents. The Black Pawn has a great advantage in being a passed one, while the White Pawn has an enemy's Pawn (K B 2) in front. That the Black Pawn is isolated while White's can be supported by the K B P is not very important because, in order to be counted as a passed Pawn, it will have to become an isolated one (after the exchange of the K B Ps). There is, however, a great difference in their positions. The Black Pawn threatens two squares, B 6 and K 6, which are protected by White Pawns (Kt 2 and B 2), so that it cannot support a piece which under its protection might penetrate into the enemy's camp; while the White Pawn threatens not only the square K B 6, which is protected by the enemy, but also the square Q 6, which is not and cannot be attacked by any hostile Pawn, and consequently permits of a White piece penetrating into the camp and posting itself here. If the White centre Pawn has no hope of advancing on account of Black's K B P, the Black centre Pawn is checked in its advance by the White Bishop, which holds a most important

position in front, both its diagonals remaining open to it and the file, which it blocks, being of no value to it.

There is another small difference between those two Pawns. White's is nearer to the King's wing and Black's to the Queen's, and in this sense their importance depends on the importance of those two wings. Thus White's great advantage is quite beyond doubt. Indisputable objective facts prove it. If, however, we should desire to map out the line of our game with regard to the foregoing analysis, we should get into difficulties. It is true that the White pieces are beautifully developed, and they certainly occupy or threaten the most important squares; but what is to be done with them now? How are we to begin to make use of the present situation? Again the Black pieces, which are not so well placed, have no influence over the most important squares. What must they do? How must Black begin?

Diagram XLV.



Black: H. Süchting.
White: R. Charousek.

Our difficulty arises because we have not said a word about the character of the position, and that alone can determine the lines of the game. If the foregoing analysis gives us the right to speak about the advantages of one opponent and about his activity, so the plan of the game can be built up only after knowing the character of the position, its internal qualities and peculiarities and the interdependence of all the pieces.

In like manner a further study of the position on Diagram XLV. will unobtrusively mark for us also the plan of the game and the way of its realisation. We shall speak of it later on, giving only a short account now, but paying all attention to the valuation of the quality and the character of our position (Diagram XLV.).

The character of every position is seen more clearly through the differences existing between the relative positions of the two sides, and therefore, after we have grasped our own and the enemy's strong and weak points, we must understand clearly the features which distinguish one position from the other. That at once gives us an idea about the possibilities for each side and their threats against each other.

The differences between the rival positions on the Diagram may be easily noted ; first of all, a different situation of the two centre Pawns ; the non-participation in the game of two Black pieces (Bishop and Rook), while all the others are badly placed ; and finally the absence of Black pieces on the King's wing. We have already spoken about the White and Black centre Pawns and we know that the latter is already a passed Pawn, while the White Pawn's file is checked by Black's K B P . On reaching the end-game the Black Pawn may become very strong, but at the moment both Pawns are practically isolated. Can one of them be won ? Black's Pawn is protected twice and attacked the same number of times. If White attacks it again, for instance, by taking away the Bishop from Q 3, then Black, by removing the Knight from Q 2 to B 1 will protect the Pawn with the Queen, and, after the development of his White Bishop on Kt 5, will threaten to pin White's attacking Knight ; and then after moving the Knight again from B 1 to K 3 Black can once more protect the Pawn.

But White, at the same time, is able with B—Q Kt 5, to direct the Bishop against the pieces protecting the Pawn. Through this the absence of the two Black pieces is clearly shown and also the bad position of all Black's pieces. While all White's pieces are attacking, Black is unable to bring up enough pieces for the defence. He has no time for that. Consequently we may deduce that the more advantages one has the more energetically and quickly must the attack be made.

White can thus at once change his advantage of " position " into a material one, with one surplus Pawn, leaving the enemy, however, with two Bishops.

Let us see whether Black can gain after winning White's central Pawn. For that purpose another piece must be thrown forward to the attack and the enemy's pieces which protect it must be got rid of.

The former cannot be done, since the Pawn is attacked already by two Knights and a Rook, and the Bishop cannot leave the defence of the Pawn on Q 5. So the second way must be chosen.

It is impossible to attack, through moves of the King's side Pawns, the hostile pieces protecting the Pawn, because in that case the position of the Black King would be destroyed. The object moreover, would not be attained, as it is enough for White to make one move, P—K R 3, in order to prevent the attack of the Pawns. So it is necessary to pin the Knight standing on B 3, by the Bishop which is not yet developed; *i.e.*, first move the Knight from Q 2 to B 1, then pin the Knight by B—K Kt 5, and then with the move Kt—Kt 3 attack the Pawn once more. That will take three moves, and White has more than enough time to protect himself against this threat, possibly by the move P—K R 3. Black thus has no chance to win the Pawn and must consequently think how to complete his own development, first by advancing the Bishop from B 1, to do which he must play Kt—B 1. If he manages to play these three moves—to bring out the Bishop and to take the Knight from Q 2 through B 1 to K 3 or Kt 3—then his position will be much improved, because all his pieces will be out, the Q P will be protected, and he will be able to attack White's K P and the pieces protecting it.

Just for a very short time White has an advantage which, if he does not press it, will quickly disappear. This shows that even in such excellent positions it is impossible to wait to realise one's own plans or to postpone them. They must be energetically realised and without delay.

What other possibilities has White through the character of the position on the Diagram? Firstly, the possibility of posting some piece on Q 6, the square which is protected by the Pawn on K 5 and cannot be attacked by a hostile Pawn.

(This, we remember, is the difference in the positions of the Pawns on K 5 and Q 4). Which piece can be posted on this square? Clearly only a Knight. Because the Knight on B 3 must protect the K P, therefore it is the other Knight which must be used for this object. But if we move that Knight, we do not threaten the enemy in any way and thus allow him time to protect himself. Besides, by a move of the Q Kt, we check our attack on the Pawn at Q 4 and on the points R 5 and B 5, and this relief the enemy may utilise. It is not essential to go into detail just now, to examine all the variations; it is enough to show that by the move B—R 4 Black can prevent the Knight (after Q Kt—Q 2) from going to Q 6. That move is also impossible after such other moves as Kt—B 1 or Kt—B 4, and so on. What does this mean? Either that the object is not important enough or that the way which leads to it does not threaten enough and thus leaves the enemy too great a choice of moves. And we know that deterioration in a position is characterised also by a limitation in the choice of moves, which may finally become quite forced. This example further very clearly shows how important threats are especially in a position such as that given, where Black is playing without two pieces. It is necessary to profit by that circumstance promptly, as delay will allow Black to bring the undeveloped pieces into the game. But we noticed another circumstance in this position; the absence of Black pieces on the King's wing, while White has two pieces (Bishop and Knight) on this side. The second Bishop also strikes at this flank, and the centre Pawn plays no small rôle by taking away the natural protecting square of the Knight, K B 3—which, as we see, makes the difference between the positions of White's central Pawn on the King's file and Black's on the Queen's file.

If, however, White acts promptly and at once falls on this wing without waiting till it is protected by the Knight on K B 1, sacrificing the Bishop by B×P ch, then the mobility which we have won is in vain and unreal if it does not lead to certain material gain. For example: 1 B×P ch, K×B; 2 Kt—Kt 5 ch, K—Kt 3 (more dangerous seems K—Kt 1; 3 Q

R 5, Kt B 1; 4 Q×P ch or Kt×P, etc.); 3 Q—Q 3 ch, P—B 4; 4 P×P *e.p.* ch, K×P; 5 Kt—R 7 ch, K—B 2; 6 Q—B 4 ch (if 6 Kt—Kt 5 ch, K—B 3), K—Kt 3; 7 Q—Q 3 ch, and so on.

This result is explained by the fact that though Black has not a single piece on the King's side, still the position of his Pawns here is quite good, while White by sacrificing his Bishop gives away his most important attacking piece and is afterwards obliged to continue the attack only with Queen and Knight. (Even the second Bishop has a slight part in it). Probably those forces are too small for the breaking up of the castled King's not yet weakened position.

Next arises a question, is it possible to attack this flank without sacrificing the Bishop? or to try to weaken the position of the Pawns? If White play, for instance, B—Kt 1, in order afterwards to move Q—Q 3, he will fail to weaken the position of the Pawns, because Black will at once play Kt—B 1 and will protect the King well. Thus, for the success of such an idea, also, it is necessary to threaten, and it is impossible to make a slow preparatory move. That is another rule regarding positions where there is a gain in time.

If it is impossible to make preparatory moves or to sacrifice the Bishop, then White has only one possible move, that is Kt—Kt 5, directly threatening the R P and by the next move, Q—R 5, threatening once again to take this and opening an attack on the B P. If Black begins to protect himself through the Pawns, *e.g.*, by advancing P—K R 3 or P—Kt 3, then White will so weaken Black's position that the latter's game will at once break up. In the first case White will play simply 2 Kt×B P, K×Kt; 3 B—B 4 ch, K—B 1; 5 Q—B 3; in the second case, 2 P—K 6, P×P; 3 Kt×K P.

In event of the natural defensive move, Kt—B 1, White will play 2 Q—R 5, P—Kt 3; 3 Q—R 6, with the threats Kt—K 4 and Kt—B 6 ch or Kt—Q 6, or again B—Kt 5—B 6, winning without difficulty in all cases.

We said, however, that the Kt at B 3 cannot go away because, by so doing, the K P is lost. Cannot Black now take this Pawn? Of course White could then take R P in

exchange for it—but, though he would thereby weaken Black's castled position, the R P would not compensate for the loss of the central Pawn. Therefore after 1...K Kt×P White must continue the attack: 2 Q—R 5, threatening Q×P ch and more energetically B×P ch, B×Kt and Q×B P mate. And Black is obliged to play P—K R 3. Then 3 B—R 7 ch, K—B 1 (if K—R 1, then 4 Kt×P ch, Kt×Kt; 5 B—Kt 6); 4 B—K4. Black now manages to bring out his Q B, late in the day, with 4...B—Kt 5. But after 5 Q—R 4 White's threats are too strong. In the actual game they resulted in the win of a Pawn for White.

We have now made out the character of the position, and also the two lines of play which both lead to the winning of a Pawn. One of these lines is based on the weakness of Black's centre Pawn, due to his pieces being undeveloped, the other on the unprotected situation of the King's wing. We see, however, that this wing, even without pieces, can well withstand attack and that Black even succeeds in developing his pieces. The reason is because the Pawns on this wing can meet the concentrated assault of three pieces. The attack led to the gain of a Pawn; but it was possible to win the Pawn simply by attacking it, as was shown before.

That result was more decisive in that it made Black's development more difficult. White's combination then began by a pinning of pieces; the attack on the King's wing began by freeing hostile pieces. But we shall not enter into details now as to which of the two ways we ought to choose. We are occupied at present, not with the plan and its carrying out, but with the valuation of the position. It seems to me that the examples which have been adduced explain quite clearly how to conduct this valuation, and that it establishes the basis for the plan of play. Further the last example demonstrated how disastrous are combinations which are either too slow or too fast. The *tempo* of the game must depend entirely on the magnitude of the advantages accruing.

We may now proceed to discuss the building up of the plan of the game and its realisation, entering into a more detailed estimate of the position.

Construction and Execution of the Plan

Although the plan of the game does not appear, with all its individual features, at once or at any particular moment, but grows unnoticed from the first move and, even after assuming a certain character, only reveals itself little by little as the game develops, finally, however, it takes shape in every game. Positions could be shown where the plan of the game to come might be, and indeed must be, mapped out with more or less certainty.

In practice it is useful for each player, from time to time, to make a general summing up of the position and to test his own game. In this way he can shake himself free from the pressing influence of moves that have been made through force of circumstance and devote all his attention to the object which he has in view. The well-known fact that " the looker-on sees most of the game " arises not only from his lack of excitement and impartial point of view, but also from his being unaffected by strong or weak moves which have been made previously, so that he can consider more clearly any given position and its possibilities.

But it would, of course, be incorrect to think that in making a plan one can foresee all the possibilities ; the game of chess being so deep that no intelligence can grasp it completely. It is important to mark the general direction of the game and to guess the chief counter-moves which the enemy can make. If the plan is sound and rightly executed, then all the obstacles set up by the enemy will be overcome and the plan will not suffer, but will attain its object.

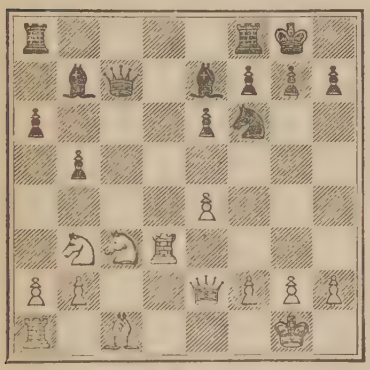
If, however, the object is not followed exactly, it does not very much matter, for it may happen that the game, while developing, reveals other, no less important objects ; and finally, while the game is a struggle in which it is necessary to have great objects in view, one sometimes has to put up with small gains, trying only not to have gain turned into loss.

Every plan, as we have seen, is based on a judgment of the position, on a determination of its character and its strong

and weak points. This judgment is the vital part of every plan, so that it is necessary to be extremely careful in making it, and it is very important not only to determine the character of the position but to see exactly which side is better situated.

We know that both sides can have advantages, one in one element and the other in another. We must sum the whole up, paying due attention to what has been stated above, because the character of the game depends on it. There is nothing more dangerous than to play an active game while having the inferior position and nothing more contemptible than a defensive game when one's position is superior. When we understand which side has the advantage and what its character is, we begin also to understand how to play: actively, passively, attacking or defending, exchanging and so on.

Diagram XLVI.



Black: J. R. Capablanca.
White: Dr. E. Lasker.

In the preceding chapter we looked at positions in which White had an active game. Let us look at a position where White has no cause to be active, though the time has not come for passive defence (Diagram XLVI.)

Each player has an equal number of pieces. In time White has one extra move (9 against Black's 8). But it is curious, that, in spite of this, and although he has made 3 moves with his Pawns, Black has brought out all his pieces, whereas the White Bishop remains on his original square, shutting in the Rook. This circumstance should attract the attention of the student, who should discover the cause of it, and reflect on the value of this gain in time, and in general on the comparative value of the two positions.

But let us first finish with the external analysis of the position.

As regards space, Black has advanced the Pawns on the Queen's wing, but White has a central Pawn on the fourth rank, while Black's is only on the third. It is true that this advantage is very small; indeed, in the diagrammed position it is not even an advantage, because it would not be profitable for Black to have his Pawn also on the fourth rank, as then White could post a Knight very profitably on Q 5 (and on K B 5), seriously threatening the hostile position. But now if Black should play P—Q Kt 5, the White Knight at B 3 would have nowhere to go. This Knight, therefore, in spite of standing on the best square for a Knight, would appear to be badly placed.

It is curious also to notice that, though the White Pawn stands on the fourth rank in the centre and the Black one only on the third and though White has one piece more than Black in the great central square (including the third and sixth ranks and the Bishop's files) and commands the two central files, still Black threatens more centre squares than White. Without threats from Black there are only four squares, without threats from White five squares.

There are probably some peculiarities in the position which it is very important not to miss. The situation of the pieces is really in favour of Black. All his pieces are beautifully placed, occupying the best squares and connected with one another. Both the Bishops command long free diagonals, while one threatens the enemy's centre Pawn. The Knight occupies one of the best squares, threatening the centre Pawn. In the event of the Pawn attacking him a beautiful square is open to him at Q 4. He stands much better than the opposing Knight at Q B 3, which does not threaten anything, but merely protects the Pawn on K 4 and if he is attacked has nowhere to retreat.

The Black Queen holds a good open file (Q B) and has also freedom on her long diagonal, while the White Queen is tied down to the defence of the K P and does not command a single line.

It is true that the Black Rooks are not yet in the game; but they are connected, and nothing can hinder them from

seizing the centre files in the next two moves. Meanwhile, White has one Rook blocked by the Bishop and the other, though occupying an open file, is quite unnaturally placed on the third rank.

Especially badly placed, however, are the following White pieces: the Bishop, which has no good outlet—on K 3 he deprives the centre Pawn of the protection by the Queen, and on his natural square Kt 5 he cannot move because that would be followed by Kt×P; Kt×Kt, (B×B; Kt×Kt) B×Kt; B×B, B×R—and both the Knights, the one standing on B 3, on account of the lack of a free square, and the threat of the Pawn on Kt 5; the other standing on Kt 3, on account of the weakness of this square, from which he can only go back to whence he came, on K B 3 through Q 4 or Q 2.

Obviously then it is this Knight's development, which is quite unnecessary, and also the premature advance of the Rook, which have given White a formal gain in time, which in fact is really a loss.

But it is necessary to note also the position of the White Pawn on K 4. Though a strong Pawn because protected twice, it is also a weak one because it is attacked twice, and after the execution of Black's threat, P—Kt 5, would be lost. Can it be protected by P—B 3? Then would follow P—Kt 5, Kt—Q 1; P—Q R 4, with the threats B—R 3 and P R 5; and White would be entirely hemmed in. Besides, we must not forget the diagonal which is opened for Black, Q R 2—K Kt 8, and the square K B 5 for the Knight.

Thus, in this Pawn, which distinguishes White's position from Black's, is comprised the character of the situation on the diagram. And we see that the character of the position dictates a defensive game for White, the advantage being on the side of Black.

This is manifested first of all in Black's threat to win White's centre Pawn by the move P—Kt 5; but not less important is the disadvantageous position of the White pieces, though in that position there are no weak points yet.

So White has both a special object—to save the centre Pawn; and a general one—to develop and post his badly-

placed pieces on better squares. If White makes too passive a defence, Black will strengthen his position more and continue more developed than White. We have already seen to what the move P—B 3 led. Still worse would be the result from P—Q R 3 (to stop Black's P—Kt 5), because White would then connive at the loss of his centre Pawn in exchange for Black's wing Pawn, after P—Q R 4; Kt×Kt P, Q—Kt 3—not to mention, in connection with this move, the weakness of the point Q B 4, which the Black Knight could occupy without hindrance. On the preceding facts White's plan must be based. Probably he has no other means of protecting the K P except by advancing it. By that it escapes the threats of two pieces, and it is not easy to direct two threats against it again. By the advance, however, the diagonal of the Black Bishop on Q Kt 2 is at once opened, with a threat against the K Kt P, which Black can at once attack twice by playing the Queen to B 3. If White afterwards seeks protection for the centre Pawn by the move P—B 4, first of all he will open a second diagonal for a Bishop, Q R 7—K Kt 1, and secondly, he will give the opportunity to Black to make a strong attack on the King's wing and to destroy the White centre Pawn's position by P—B 3 and P—Kt 4.

So, instead of the problem how to protect the Pawn on K 4, we have the problem how to protect the Pawn on K Kt 2. In order to solve this we must use the piece which stands for the moment idle and does not occupy a profitable position, *viz.*, the Rook on Q 3. That is a general rule: If a piece is posted badly, before taking it away or retreating, it is necessary to see if it would be possible to use it as it stands in some other combination.

Thus, the Rook on Q 3 by its move R—K Kt 3 can protect the K Kt P and also open an attack on the enemy's K Kt P, threatening to bring out the undeveloped Bishop without loss of time, playing B—R 6, or even B—Kt 5 with a view to exchange. We see herein the interdependence of all the moves in chess: When White advanced the Rook to Q 3 he probably had in view its movement to K Kt 3.

And so if White plays 1 P—K 5, then follows Kt—Q 4; 2 R—Kt 3.

If Black, forestalling the threats B—R 6 and Q—Kt 4, plays at once P—Kt 3, he not only does not prevent the Bishops from going with threats to R 6 or Kt 5, but also gives the White Knight a beautiful square on B 6. Further, White will also bring out his second undeveloped Rook, playing B—R 6 and, after the retreat of Black's Rook, Kt×Kt, B×Kt; R—B 1. Then his development will be complete, and the same result will follow if Black immediately takes the Rook from B 1 in order to protect himself afterwards by B—K B 1.

Thus Black, for his part, is compelled to play 2...Kt×Kt. By that he first of all postpones the threat against his K Kt P, because the Rook will be obliged to retake the Knight: R×Kt. Moreover, the Black Queen will now be able to occupy the diagonals R 1—Kt 7, in front of the Bishop at Kt 2; while by not changing the Knights, but giving White the possibility of doing so, the Bishop was bound to recapture and so found itself in front of the Queen.

The attacked Queen is obliged to leave the Bishop's file, goes on to the open Queen's file, and, by Q—Q 4 threatens to attack again the Pawns on K Kt 2 and K 5.

After making the moves: 2...Kt×Kt; 3 R×Kt, Q—Q 2, the threats of Black and the objects of White remain nearly the same as they were. White's centre Pawn is removed from danger, but his Bishop is still undeveloped. Therefore it is natural for White to play again 4 R—Kt 3, with threats as before, but now still stronger, against the K Kt P—because now the Queen might attack it, without hindrance, from Kt 4, as she is not obliged to protect the Pawn on K 5, which is not attacked by the hostile Queen. From this it follows that the Black cannot now avoid the move P—Kt 3, which has not its former weakness, the White Knight which might have gone to B 6 having been exchanged. Black therefore first moves away the Rook 4...K R—Q 1 (also threatening Q—Q 8 ch) and, after 5 B—R 6, plays P—Kt 3. White has got what he wanted. He has brought out the Bishop, rescued

the centre Pawn from the threat, and compelled the enemy to move P—Kt 3.

Still his development is not finished because his second Rook is not yet in the game, and, what is more important, his Knight is badly placed. So his next object is to put that in a better place.

He has a choice. First of all he may play it through Q 2. But then Black profits by the fact that White does not threaten anything. He answers 6...Q R—B 1, with a threat of R—B 7 and on 7 Kt B 3 (if 7 Kt—K 4, B×Kt ; 8 Q×B, Q—Q 8 ch ; 9 Q—K 1, Q—B 7) B×Kt ; 8 R×B, Q—Q 5, concentrating the attack of all his pieces on the K P, while White cannot use the Bishop for protection, and if 7 P—B 4 then the Bishop will be cut off entirely.

It is, therefore, necessary to remember again what we said before about the bringing of badly placed pieces to better positions. Such a movement must be made with a threat. First there is the threat to put the Knight on B 5 or Q 4. For one or the other we must make the move 6 B—K 3, by which means the Bishop, which was out of the game, is brought into it.

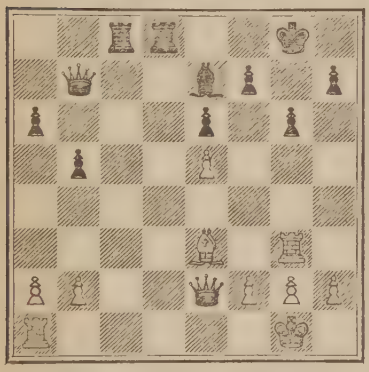
Let us see if the position of the Knight on those squares has any importance ? We know that on B 5 the Knight stands very well, especially in the present position where he attacks the strong Bishop on Kt 7 and the Pawn on R 6. If he is reinforced by P—Q Kt 4, he will inconvenience the enemy's whole game, especially the Black Bishop. If the latter captures, then Bishops of opposite colours remain, by which the game will be brought to a draw, if White does not win it by using the strong position of his Pawn on K 5, which will allow him to place his own Bishop on Q 6 or K B 6, where he will have no opponent after Black's K B has been exchanged off. But also the Knight does not stand badly on Q 4 because not only does he threaten to move to B 3, but also, through B 2—K 3—Kt 4, to K B 6 or K R 6, with check.

In like manner Black is obliged to prevent the Knight from occupying any of those squares ; and he plays 6...Q—Q4. But thereby he allows 7 Kt—R 5, which White could not do

before, as Black would then reply B—Q 4. Now the Bishop cannot move, and the Knight (which was badly placed on Kt 3) is exchanged for the well placed Bishop, the continuation being 7...Q R—B 1; 8 Kt×B, Q×Kt. But at any rate Black has avoided Bishops of opposite colours.

If we look at the present position (Diagram XLVII.), eight moves later than the preceding one, we shall see, not White with one extra move, but Black with two extra moves. That is the result of the bad position of the Knight. From K Kt 1 he made three moves in order to arrive at Q Kt 3 and from here two more moves to be exchanged for the Bishop, which only made one move!

Diagram XLVII.



Black: J. R. Capablanca.
White: Dr. E. Lasker.

Black's advantage is indisputable; but White has held his own. All his pieces are developed, and it will only be necessary to make a special effort in order to remove Rook from K Kt 3, where it now has no object, as it is not obliged either to protect the Kt P or to attack the enemy's King. But we shall now leave this position, which approaches the end-game, our object having been to show how the plan must be constructed.

Undoubtedly from the point where we began the analysis White ought to have foreseen the resulting position and to have calculated whether it would be dangerous for him or not. But he did execute in full his plan for getting rid of his badly placed pieces and Pawns and the removal of the enemy's well placed Bishop and Knight.

On analysing the position we may make some general observations with regard to the construction of the plan and bringing it to fruition.

We have already seen that the basis of the plan is the nature of the position, which determines the direction of the game

and its active or passive character. We have also seen in which *tempo* it is necessary to develop one's own game, depending on which side has the advantage and on the position of the enemy's pieces. Finally, we begin to see how to direct our threats for the attack : we saw how to repulse the threats of the enemy and, if he attack, how to prepare to meet his blows.

This, however, is far from being all. While forming our plan, it is important to foresee the points where the main blow will be delivered and to decide which pieces can be spared for the attack and which must be left for the defence against the enemy's counter-attack. Then we must try not to let the opposing forces counter-attack or defend themselves, and to do this we must use threats (real and fictitious) and also know how to oppose similar hostile threats. Finally, we must try to hide our own plan from the enemy and to deceive him.

We know that all these details are very rarely realised in full in the game and that the plan marked out on general lines develops in detail only gradually, as the game develops. But perhaps the introduction of a certain clearness in the most difficult part of the game, *i.e.*, the building of the plan, may help to elucidate its obscurities.

It is hard in chess to conceal one's plan from the enemy, because he actually sees every move and none can be hidden from his eyes. A tale is told of a player who, wanting to conceal his plan, for which he had to move his King, and being afraid that this move would enlighten his opponent, made a false move, so that by the rules he was obliged to move the King. The manœuvre succeeded, the opponent paid no attention to the forced move of the King, did not trouble himself about its meaning and so lost the game, being caught in the trap.

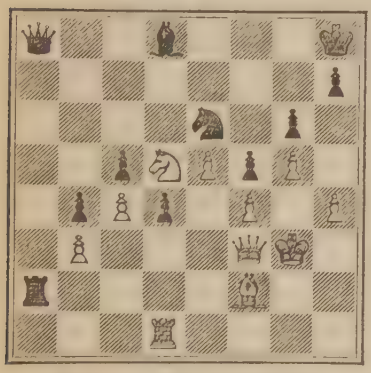
Such things are done to conceal a plan from the enemy !

There are, however, examples where, in the legitimate chess manner, the same result may be attained. Let us take for example the following position (Diagram XLVIII.). The continuation was 1 R—Q 3, R—Kt 7 ; 2 B—Kt 1, Q—R 8 ;

3 B—B 2, R—Kt 8. We see that White, by three valueless moves, not only allowed, but even compelled Black to occupy the most attacking positions with his Queen and Rook. The object was only to conceal his plan, which he now proceeds to realise: 4 Kt—B 6, R—R 8; 5 Q—Kt 7, Kt—Kt 2; 6 Q—K B 7, R—Kt 8 ch; 8 K—B 3, Resigns.

More often, however, it is necessary to be content with not revealing the plan too openly. But there is another difficulty in that; the fewer the threats in our own moves, the easier is defence for the enemy. Therefore, if the plan is conceived far ahead and gradually evolved, there is a risk of its never being brought to fruition. One may, on the other hand, by an active attack, with immediate threats, attempt to conceal one's distant objective.

Diagram XLVIII.



Black: J. W. Showalter.
White: Dr. E. Lasker.

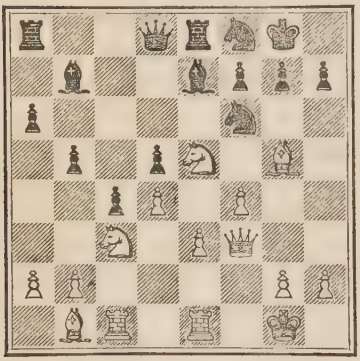
A few words may be added to make our remarks about the planning of the game clear.

It would of course be best, if it were possible, to bring up all the pieces to the chief point in the battle; but that is, as a matter of fact, rarely possible, first of all because the pieces are scattered over the board, and secondly, because, with strong points in one place there may be a weakening in others, and therefore it is necessary to combine attack and defence. The greater the advantage, the less is one obliged to pay attention to hostile threats against the unimportant points of the position. If, on the contrary, the advantage is not great, or if it is in an unimportant part of the board, then great attention must be paid to the enemy's threats. If we know exactly whether there is an advantage or not, we base our action on the knowledge; and, when the advantage exists, a larger number of pieces must be employed in the active game and a minimum in the passive. In order to

develop the activity of the game with full force, only those pieces that are absolutely necessary must be devoted to the defence. It often happens that it is enough to reserve one particular piece for defence, but a player who does not know that sometimes keeps two, and not always those which best solve the problem of defence. Of course the choice of pieces is very often made not by the will of the player but by necessity.

A question may arise as to the order in which the pieces should be brought into the game. The answer is, of course, shown by the position of the pieces in each separate case. We must, however, have in view that if the short-range pieces, for instance the Knights, be brought in first, they will be either driven away or exchanged before the plan is evolved. On the contrary, when pieces with long-range threats are introduced first, this gives more freedom to the enemy. It is therefore necessary to combine the two processes, while not forgetting the importance of trying to work out one's own plan. It is also necessary to remember that threats can be executed only if it is possible to drive the hostile forces from the threatened points. This, too, determines the order in which the pieces must be brought into the game, and shows the necessity of diversions in different parts of the board.

Diagram XLIX.



Black: Dr. Tarrasch.
White: H. N. Pillsbury.

Later on we shall study in detail the direction of the game in different cases and the advantages and deficiences in all elements of the game. But here let us turn our attention to one example (Diagram XLIX.) where all questions are represented which may be put in the valuation of a position.

We see that while the forces are similar White has made 13 moves, Black only 12. White has also a small advantage

in space, because he holds the centre, thanks to the Pawns on Q 4 and K B 4 and also to the Bishop on K Kt 5 and Knight on K 5. Further, the Bishop on Kt 1 commands the most important centre squares K 4 and K B 5.

When we begin to value the position of each separate piece we find that nearly all the White pieces are very well placed. The Knight on K 5 not only occupies a beautiful position, but also threatens all the near squares. The other Knight stands on B 3, a better square for a Knight, but in this example his position is somewhat weakened by the position of the Black Pawn on Q 5, which deprives the Knight of the square K 4. Besides, Black's advanced Pawns on the Queen's wing threaten to drive him away from his square, so that he facilitates their advance without loss of time. The Bishop on K Kt 5 has really no diagonal but he pins the Knight on B 6. The second Bishop commands the whole diagonal from Q Kt 1 to K R 7. The worst placed White pieces are the Rooks. They have no open files, for the Q B file is closed by the strong hostile Pawn, advanced to the fifth rank. The K file is blocked by the backward Pawn on K 3, which cannot be pushed forward, since then the Pawns on Q 4 and K B 4 will become very weak. But the worst about the White Rooks' position is that it is not obvious how they can begin to participate in the game, and which file can be opened for them. The only possibility is by a move of the K Kt P, for which purpose the King must be put on K R 1. This way, however, is very long, because Black's Pawns on the King's side are excellently placed, not one of them having been weakened, which means that to open the file, even if it be possible, will not be a quick process.

Black's position is not bad, but is much more passive. The Knight on B 3 occupies a fine position, but first he is pinned by the hostile Bishop and secondly he has only one move, to K 5, where he can be exchanged for White's passive Knight, giving White a passed Pawn on Q 4 and blocking for the Black Rook the King's file, on which it can attack the backward White Pawn.

The rôle of the Knight on B 1 is clearly protective. He

has, however, good possibilities in the moves on K 3 and Kt 3, and besides, by his position he very considerably paralyses the action of the White Bishop on Kt 1. The Black Bishops are excellently placed. It is true that the one on Kt 2 is blocked by the Q P, but at the same time he supports this important Pawn and holds the point K 5 under threat. The other Bishop temporarily protects the Knight on B 3 and besides has a good open diagonal K B 1—Q Kt 5.

But especially well placed are the Black Rooks, one on the open King's file, menacing White's backward Pawn; the other standing behind the advanced Pawns and helping them in their advance. But the real advantage of Black over White lies in the Pawn position. His Queen's side Pawns are decidedly threatening, one of them being potentially passed; and though their action is not directed against the King, it is nevertheless in itself very dangerous, because White cannot oppose sufficient Pawns against them. On the other hand, the extra White Pawn, the backward one on K 3, not only cannot advance but may be the object of the enemy's attack on the King's file, and, after the advance of Black's Queen's side Pawns, of horizontal attack also.

Thus when we sum up we may reckon the position for both sides more or less equal. While White has the minor pieces placed more freely and aggressively than Black, the latter has his Pawns and Rooks much better placed. And so the character of the game is determined quite clearly for both sides. White will attack the enemy's King and Black will advance his Queen's side Pawns in order to queen one of them and to open the lines for the attack along the rank against the backward K P.

The *tempo* of the game is foretold by the equality of the position and by both sides being well protected. As there are no weak points, there is no scope for rapid action. Both opponents must develop slowly, not allowing any weaknesses to be formed. The White position, however, is aggressive, not only owing to the arrangement of the pieces, but also because the attack is directed against the hostile King. Let us suppose, for instance, that Black plays Kt—K 3. White,

would have an easy forced win by 2 B×Kt, B×B ; 3 B×P ch, K×B ; 4 Q—R 5 ch, K—Kt 1 ; 5 Q×P ch and 6 Q×Q B. This shows that Black must be very careful on the King's side. Though he has not any weakness there but has the same number of pieces for defence as White has for attack, yet should he move away one of the pieces then White becomes the stronger. This shows the necessity for White to bring another piece over to the King's side to break Black's defence. Which piece ? We can answer that question only when we estimate Black's threats.

If Black begins simply to advance the Queen's side Pawns without any preparation and support from other pieces, then the utmost he can achieve is to get one passed Pawn on the sixth rank, which will be isolated and will not only be kept back by White without difficulty, but also can be easily attacked. This means that Black must prepare for the movement of his Pawns and combine it with other threats. We have already mentioned one of them, the attack on the backward K P along the rank. Other threats are attacks on the Pawns of White's Queen's side, because they cannot be safely advanced, as then Black would get a supported passed Pawn on the sixth rank ; and besides, by exchanging, White will get an isolated Pawn on his third rank, which can be attacked and taken by the enemy.

As Black has so many pieces occupied in the defence of the King's side, only the Queen, Q R and Q B can assist in the Pawn's advance. Of these pieces it is especially difficult to use the Bishop for this object, because he is obliged to protect the Pawn on Q 4. But by what move of his Pawns can Black most of all threaten the enemy ? We must consider this point.

First of all, of the Pawns of Black's Queen's wing the strongest is the B P. Its advance to the sixth rank will either isolate it, *i.e.*, weaken it, or simply get rid of it by an exchange, and Black will be left only two side Pawns against one White Pawn on R 2.

If Black advances the Kt P to the sixth rank, then White will play P—R 3, preventing a passed Pawn. Besides, Black

can move this Pawn up to the sixth rank only when it is reinforced from the back by the Rook; because otherwise White will simply take it, and Black, by re-taking with the Pawn on B 5 and thus opening the Q B file for the White Rook while opening none for his own Rook, will lose all advantage. On the other hand, the move of the Q R P first of all threatens to open the line for the Rook to attack White's R P, and with P—Q R 3 Black will obtain a very strong passed Pawn on the Rook's file. Such are Black's threats. As we can see, they are still very distant and, besides, they amount only to an attack along the Q R file against White's Pawn at Q R 2. This means that White may meanwhile take away all his pieces from the Queen's wing. There will be no catastrophe as a result of that. If, however, White's attack on the King's side should be without success then Black will break through on the Queen's.

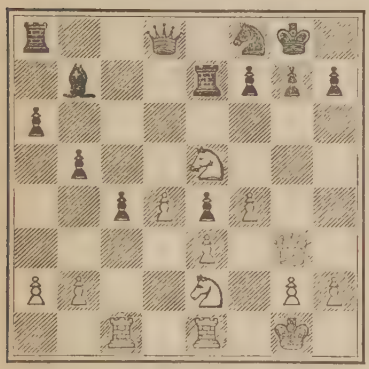
But Black has still another threat, which forces White to come to some decision or other at once. Black has the move 1...Kt—K 5, with the threat of winning a piece by P—B 3. If White exchanges Bishops, Black recaptures with the Rook and White cannot win a Pawn by 3 B×Kt, P×B; 4 Kt×K P, B×Kt; 5 Q×B, for then Black with the move P—B 3 wins the Knight on K 5. Meanwhile by 1...Kt—K 5 not only does Black threaten to paralyse White's K B and exchange off the Q B, but the position of his Knight in the centre gives Black an immediate advantage in space, as he can drive away White's Knight on K 5 by P—B 3, and his Knight, while it cannot be dislodged, forms a good support to the advance of Black's Queen's side Pawns.

In answer to 1...Kt—K 5, therefore, it is necessary to capture the Knight. Of course this must be done with the Bishop on Kt 1, for that Bishop has now but a closed diagonal, whereas the Knight on Q B 3 may still play a big part in the game. So White is obliged to exchange off both his Bishops. From this it follows that it is necessary for him to bring up an extra piece to the attack. Which piece? Nothing remains but the Knight on B 3. To bring a Rook into the attack is possible only after an advance of the K Kt P,

which is very slow and dangerous, as it quite destroys White's King's side, while Black's is not even weakened.

The move of the White Knight on B 3 represents for Black a real danger, from which he must protect himself. Let us suppose that White can make two moves with it, *viz.*:—Kt—K 2—Kt 3. Now there is no doubt as to the seriousness of the threats: either Kt—K B 5, with Kt×B ch to follow; or B×Kt and Kt—R 5. Black, of course, can protect himself with P—Kt 3; but by that he weakens the King's side and gives White good chances for attack by means of P—K B 5. Black can parry this threat best of all by the move of the Knight to K 5, which brings about a double exchange. This means that either side at the given moment must clearly see for itself whether it can afford this exchange and to what it leads. Thus 1 Kt—K 2, Kt—K 5; 2 B×B, R×B; 3 B×Kt, P×B; 4 Q—Kt 3 (Diagram L.)

Diagram L.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

What has White gained by this? He has weakened Black's Q B P, because one of its protecting Pawns has moved away and it will now be weak in case of the advance of the Pawn at Q Kt 4.

White has strengthened the position of his backward K P, because it has now in front of it a Black Pawn closing the file for its own Rook. Besides, White has secured a powerful passed Pawn on Q 4, and though he has exchanged off his two Bishops, he still keeps a strongly posted Knight on K 5, and he has also made the attack on the King's side easier for himself, since the position of the King at R 1, on the diagonal of Black's Bishop, will not be dangerous while the Black Pawn stands on K 5.

But that same Pawn might be the object of White's attack, because in view of White's threat P—K Kt 4 it is hardly

possible to strengthen it by P—B 4, and therefore it must remain isolated. Further, the absence of the Knight on K B 3 allows White to threaten attack by P—B 5—B 6.

What did Black get as the result of the exchanges?

First of all, he annihilated both his opponent's attacking Bishops; and then by removing his Pawn from Q 4 he is now able to post his Bishop there, so bringing him into the game for the support of the Queen's side Pawns. Thus what we found so difficult for Black has been made possible owing to these exchanges.

Again we see nearly equal positions and chances for both sides on different flanks. It is, however, impossible not to notice that the nearer the game is to the end, the stronger will Black's position be, as White has chances only in the attack, but Black in his strong Queen's side Pawns. What possibilities has White now? As we already mentioned, P—K B 5 with the threat of P—B 6 and with a threat also against the Black K P. This Pawn White can attack with Queen, Rook and two Knights, while Black can protect it with Queen, two Rooks and Bishop, which is just sufficient. Has Black enough time for that? In order to execute his threat, White has to make 7 moves (P—B 5, Q—R 4, R—K B 1—K B 4, Kt—Kt 4 —B 2, Kt—Kt 3 or Q B 3). Black, to defend, must make 5 moves (P—B 3, B—Q 4, Q—Q 2—B 3, Q R—K 1) and so he has enough time. Otherwise he could not risk this double exchange.

White, however, in carrying out these manœuvres, threatens more. For instance, after P—B 5 he threatens to play P—B 6; Black, protecting himself from that, plays P—B 3, and White answers Kt—Kt 4, threatening Kt × P ch or Kt R 6 ch. Therefore Black is obliged to play K—R 1. After the move P—B 5, White threatens to get his Knight through K B 4 to K 6; and, moreover, the Pawn on B 5 takes away the natural squares from the Black Knight on B 1. But at the same time the Pawn itself remains without protection, and the attack by the K Kt P remains very difficult.

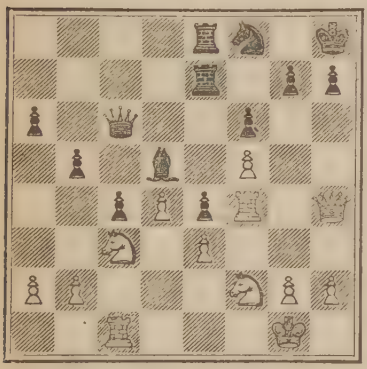
So we see how advantages and disadvantages are interwoven. In that is the peculiarity and delight of a good game

on both sides; no single advantage is yielded for nothing, and much time passes before one of the opponents can get a real advantage, which he can use for victory.

A question may be asked, What use is it to attack and threaten if it is seen beforehand that the enemy can protect himself?

We have already said that if the threats are not realised, the enemy himself will obtain full freedom of action and will begin to threaten. It is necessary to threaten in order to constrain the hostile pieces, to deprive them of freedom of movement. Finally, while threatening, we place our pieces in better positions, which makes our game easier, or brings nearer the possibility of realisation of our main idea (which, in the example before us, is for White an advance of the K Kt P, in order to bring the Rook into the game, there being a call for an extra piece, which ought to decide the fate of the attack), and on the contrary delays the possibility of realisation of the enemy's main idea (in the example the advance of the Queen's side Pawns); and the enemy, for his part, must direct his threats so that his pieces may not be driven into bad positions, and, while keeping their freedom, may bring nearer the realisation of his idea and make the realisation of the opposing idea difficult.

Diagram LI.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

In what order ought Black to make the whole series of forced moves? It is clear that first he must make the moves which will free him and threaten the enemy. For instance, suppose 4...P—B 3; 5 Kt—Kt 4, K—R 1; 6 P—B 5 (threatening Kt—B 4), Q—Q 2 (attacking the Pawn on B 5); 7 R—B 1, R—Q 1 (Black, having in reserve several extra moves, uses them too freely and loses time); 8 R—B 4, Q—Q 3; 9 Q—R

4, Q R—K 1; 10 Kt—B 3, B—Q 4; 11 Kt—B 2, Q—B 3. Thus the series of necessary moves for both sides has been made, and a new grouping of the pieces is obtained (Diagram LI.).

If we judge this position we shall see that all Black's pieces are engaged in defence, while White attacks the K P and threatens attack (by the advance of his K Kt P) against K B P. White has not, however, succeeded in bringing an extra piece into the attack on the King's side, because the Knight on B 3 and the Rook on B 1 stand meanwhile on the Queen's wing and it is not obvious how they can move over to the King's and so be able to participate in the attack. But if we examine the position we shall see with astonishment that for the 12 moves made by White, Black has made 18 moves, which means a gain of 6 moves! With regard to space Black is not inferior, because his gain through the advance of the Queen's side Pawns, is greater than White's gain on the King's side. We must also notice that, though the Black pieces are on the defensive they have, nevertheless, reached a position which is nearly ideal from the point of view of preparation for movement of the Pawns on the Queen's side. It is, further, impossible not to see that White's Queen and one of his Rooks are now out of the game and will come into it only if White manages to break through on the King's side. From this it follows that Black's position is now clearly better than White's.

How did it happen that, after 11 good and correct moves on both sides, White made his game so much worse? It seemed that he had better chances.

It is plain that the difference in the positions was that White was drawn up aggressively, visibly attacking, while Black's possibilities were hidden. White's threats were not serious enough to prevent Black from placing his pieces so as to combine the defence with the Pawn advance. But still Black has as yet achieved nothing, he only threatens. Let us look at the meaning of his threats. We must not forget that White is quite prepared for breaking through on the King's side, and if he can bring over an extra piece here

he may obtain an advantage. It is true that the Black Bishop is now used for defence, but we have already said that during an attack by the Black Pawns on the Queen's wing other pieces must be employed because the Pawns cannot do it alone.

We discuss all these examples at length because they are very typical. It is impossible to find better ones for the valuation of the position step by step and for following the building up of the plans and their realisation. Supposing that White, eight moves before, not only foresaw the future position (which he certainly foresaw) but also judged it with regard to the quite indisputable facts that are shown here, he would perhaps have tried to change the direction of the game. This demonstrates how useful it is, from time to time during the game, to verify one's play by such a valuation of the position. For if the plan and its chief lines are marked out, it develops with inevitable logic, and develops move by move, mechanically.

At any rate, at the present moment (Diagram LI.) the initiative is with Black. Let us see what he can do after the move 12 R—B 1, by which White mechanically continues his idea.

The position of the Knight on B 3 foretells the first move: P—Kt 5. But after the retreat Kt—K 2, if Black at once begins to press on his Pawns, he may lose his advantage. For instance: P—B 6; 14 P×P (with 14 P—Q Kt 3 White can bring the game nearly to the variation which will be given later as a main line), P×P; 15 Kt—Q 1, P—B 7; 16 K Kt—B 3, B—B 5 (in view of the threat R—B 1, leading to the gain of the B P 7); 17 P—Q 5!, B×Q P; 18 R—B 1, winning the B P. The exchange has taken place of the strong and active Black Pawn on B 5 for the still passive White Pawn on Q 4. It is clear that, as White must have another piece on the King's side, so also must Black have another on the Queen's. But Black's misfortune is that all his pieces must protect the King's side. Now as the Knight moved away from B 3 he took off an attack from the K P. (He can, however, renew it at once, by playing Kt—Kt 3). This means

that one piece may be taken away from the defence, in such a way, however, that it will not be necessary to bring it back again at once for the same defence, *i.e.* it may be taken away with a threat.

Just such a piece is the Queen, which can play to R 5, not only attacking the White Q R P but threatening to go to Q B 7, attacking the Q Kt P, and thence to Q 6, attacking the K P. White's move Kt—B 1 would protect the R P, but would not meet the further threats, so that White must find another means of defence.

Here we have a beautiful example of combined attack and defence. By moving away from B 3, the Black Queen not only took away the defence from the K P but also from the K B P. White can, therefore, attack this Pawn and as his attack on the King's side has always a greater significance than Black's on the Queen's side, Black cannot, of course, disregard this attack.

Actually, if White should play 14 Kt—Kt 4 he would threaten Kt×B P, P×Kt ; Q×B P ch, R—Kt 2 ; R—Kt 4, Q—Q 2 ; Kt—B 4, which would win. This means that Black must protect the K B P in order not to have to return with the Queen. For that he has one move, Kt—Q 2.(13)

Let us notice the first result of Black's attack. He is obliged at once to look for defensive moves, which do not make his position stronger. The Knight on B 1, which formed a good protection for the R P and the point K Kt 3, must now move away to protect the K B P. This shows how dangerous is the two-sided battle, when attack is combined with defence.

But this was not the only object of White's move. He also had a defensive one on the Queen's side : by taking away the Knight from B 2 he opened this square for the Rook from which it protects the whole second rank, not letting in the hostile Queen on B 7. Can the Queen now take the Q R P or not ? She cannot. The Rook, by moving away from B 4, freed this square for the Knight, and to Q×P the reply would be Kt—B 4, threatening both the Bishop on Q 5 and a check on Kt 6, with a gain of the Exchange. Black might answer

B—B 2, but then comes Kt—Kt 6 ch, B×Kt; P×B, P—R 3; Kt×R P or R×B P, winning without difficulty. Black had just enough pieces on his King's side to protect himself. The taking away of one of them and the loss of time in so doing give an advantage to the enemy and allow brilliant sacrifices, which decide the game!

So, before the Q R P is taken, Black is obliged to make a defensive move, which protects him chiefly against the threat Kt—B 4—Kt 6 ch. For instance, K—Kt 1. After this the move Kt B 4 has no real menace, and White is obliged to think about the defence of the Queen's wing, as neither P—Q R 3 nor P—Q Kt 3 suffices and R—R 1 would block the Rook for ever. So White has but one move, 16 Kt—B 1.

That, then, is the piece which is used by White to protect the Queen's side and the others are thrown into the attack on the King's! With Black it is the contrary; all his other pieces are obliged to protect the King's side, and only one attacks the Queen's flank. This shows us how much more serious are White's attacks, and with what foresight must Black make his advance.

The only piece, however, which White could bring into the attack on the King's side, in order to get an advantage there, was the Knight, which is now paralysed; and the only possibility left for him is, by opening the file, to bring in the Rook.

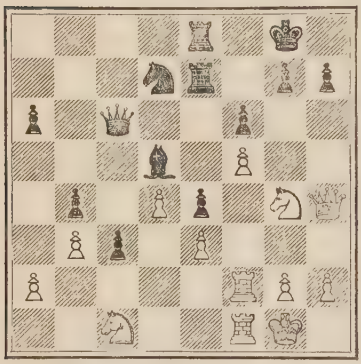
We see that the game is approaching its end. The possibilities are limited. The threats involving the use of the Knight are annihilated, and only the chief line of attack is left. But we must pay much attention to White's last manœuvre, protecting his Queen's side with the help of the threats against the King, and it shows splendidly the ideal order of moves. First of all the attacked Knight is retired, then the other Knight makes an attacking move, giving room for the Rook, then the Rook moves to this place, which is a protecting move, not in itself, but because it frees the Rook's former square for the Knight, whither it will go with a crushing threat, and finally the Knight goes not on this, but on the other, protecting, square; and so the defence is closed.

Black naturally now continues his attack with 16...P—B 6.

White has but one move, 17 P—Q Kt 3, and Black returns with the Queen to B 3. Why here? Because White threatens, by playing Q—Kt 3 and by using the threat Kt—R 6 ch, to thrust his Queen into Black's game—Q—Q 6.

Comparing this position (Diagram LII.) with the preceding one, we find that the number of moves that Black made remains the same, 18; but White took advantage of the last series of moves, and the number made by him is nearly equal to Black's, to be exact, 16. Is Black's position worse now? Not at all. Only his advantage in time has turned into advantage in space, for he has succeeded in advancing his Queen's side Pawns, bringing one of them to the sixth rank. White has not gained anything in space. Black, nevertheless, though gaining in space, cannot go further. In order to continue the development of his attack, he must open a file for the Rook, as only that piece can begin the attack. Which file? Quite clearly, only the Q R's. This shows that, as White is obliged to move the K Kt P, so also must Black move the Q R P. With what object? To open this file, to occupy it with the Rook, to attack the Kt P, and, since White cannot protect it with any piece, so also to win by getting two passed Pawns.

Diagram LII.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

It is possible to calculate exactly how much time that will occupy: two moves by the Pawn (the exchange is not counted, as White is also obliged to spend a move on that), then two moves with the Rook, so that on his fifth move Black can win a Pawn.

Of course, White can protect this Pawn in five moves with the Queen, but then he will not be able to make an attack on the King's side. Further, Black will have the possibility

of bringing other pieces up for his attack on the Queen's side, such as the second Rook and the Knight, and of putting the Queen behind the Bishop, not on the long White diagonal, as now, but on the diagonal K B 2—Q Kt 6, in order to attack the White Pawn. White is obliged to continue his attack, which is possible only by advancing the K Kt P. How many moves must he make for that? To retire the Knight from Kt 4, two moves, and two moves by the K Kt P; and so, on his fourth move, White will threaten to exchange Pawns on K B 6.

Thus White executes his threat one move before Black; and, in order to decide which of the opponents is justified in beginning these combinations, it is necessary to take into consideration the nature of the threats. It is, however, impossible not to notice that both sides are almost obliged to choose these courses, because they cannot possibly make their defence stronger, and each slow move gives the opponent an extra chance.

Thus 18 P—K R 3, P—Q R 4; 19 Kt—R 2, P—R 5; 20 P—Kt 4 (it is clear that White cannot play P×P, because then Black wins the R P without difficulty by Q×P followed by P—B 7, or R—R 1, followed by R×P and P—B 7).

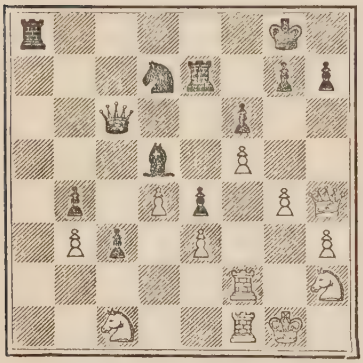
Black has now to decide the question whether he wishes to continue his advance, in which case he proceeds 20...P×P; 21 P×P, R—R 1. If he prefers to protect himself on the King's side, and to make it temporarily safe, it is not necessary for him to exchange Pawns, since White would then by R—R 2 occupy the open file.

If Black wants to protect himself, he must not allow the move P—Kt 5. He has time for P—R 3, when White is obliged to play 21 Q—Kt 3, with the threat of P—K R 4. In answer to that Black can play Kt—B 1; 22 P—R 4, Kt—R 2. Now this Knight protects not only the K B P but also the point K Kt 4. If White nevertheless plays 23 P—Kt 5, Black answers R P×P and on 24 Kt—Kt 4, P×P; 25 Q×P, Kt—Kt 4, with the threat of Kt—B 6; but on 26 R—R 2, Black can play K—B 1, enabling his Bishop to protect the point K Kt 1. So even by sacrificing the Pawn White does

not manage to bring the Rook into the game; and, should he bring it in, it will be on the Rook's file, without a real threat.

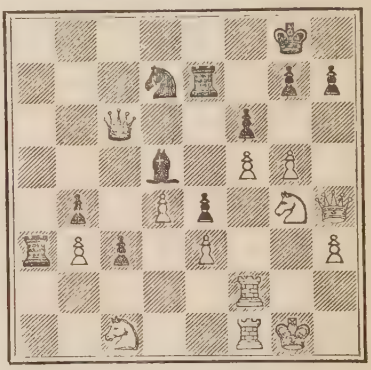
This result is natural, for all the Black pieces protect the King's side, which has not been weakened at all. But cannot Black continue his attack, without pausing to defend his King's side? If that is possible, of course his position would become more menacing to his opponent. Suppose that he adopts the continuation with the immediate exchange of Pawns, 20...P×P; 21 P×P, R—R 1. Now (Diagram LIII.) White can advance his Pawn: 22 P—Kt 5.

Diagram LIII.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

Diagram LIV.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

Let us examine the threats. If Black exchanges Pawns, White responds 23 Q×P, threatening P—B 6. Black defends with Q—B 3, to which White answers 24 Q—Kt 3, threatening Kt—Kt 4, and there is no defence against P—B 6 and Kt—K 5. If, after the exchange of Pawns, Black continues not Q—B 3 but Kt—B 3, White all the same plays 24 Kt—Kt 4, as the Knight cannot be captured on account of 25 Q×R (and, even if Kt×Kt were possible, it would not help, 25 P×Kt, Q—B 3; 26 Q—B 4 threatening 27 P—Kt 5), and White now threatens, not only R—K Kt 2 and Kt×Kt ch or Kt—R 6 ch, but also Kt—K 5. This means that Black cannot himself exchange

Pawns, but must let White do so. In this case he can proceed with his attack, 22...R—R 6. If White simply plays 23 P×P, he will gain nothing, as Black will reply P×P, or Q×P; 24 Q—Kt 3, P—R 4, preventing Kt—Kt 4. White therefore plays first 23 Kt—Kt 4, sacrificing his Q Kt P and threatening an exchange on K B 6. Now we reach the decisive point of the game, which both players ought to have foreseen and analysed in all its variations (Diagram LIV.).

White has made 19 moves and Black only 17, the latter having thus lost 2 moves. But White by his King's side Pawn advance has also gained in space or, to put it more correctly, has equalled Black, who had previously gained in space on the Queen's side. Black, however, by his next move can win a Pawn, that is to say, turn his gain, which was first in time, then in space, into a gain in force.

This advantage is only one Pawn extra on the Queen's wing, though it is true that Black will now have two passed Pawns here. But they will only be effective if White's attack on the King's side fails. Besides, in order to gain this Pawn, Black will have had to take the Rook out of the game and to exchange an active Bishop for a passive Knight, and in so doing he has weakened himself considerably in his defence of the King's side. Lastly, White can bring one more piece over to this side. The plan of the whole game—the opening of the K Kt file—is finally realised by bringing the Rook into the attack. The question must now be settled whether White calculated rightly that the bringing of an extra piece to the King's side would decide the game.

After Black's 23...B×P, White does not at once take the Bishop with the Knight, because then the Rook, recapturing, would threaten to come into the game at Q Kt 7, challenging White's Rook. White also avoids 24 P×P, which would allow Black, after P×P, to bring the other Rook into the game by R—Kt 2. Before that White plays 24 R—K Kt 2. Black cannot answer P×P, as then, after 25 Q×Kt P he will be defenceless against the threat P—B 6; and he is obliged to answer, K—R 1. Then comes 25 P×P, P×P (if Kt×P, 26 Kt—K 5, threatening Kt—Kt 6 ch); 26 Kt×B! (anni-

hilating the protection of the points K B 2 and K Kt 1—the Bishop), R×Kt; 27 Kt—R 6 (with the threats R—Kt 8 mate; if R—K 1 then 28 Kt—B 7 mate; if Q—B 1 or Q—R 1, then 28 Q—Kt 3 and mate in 2 moves), R—Kt 2 (forced); 28 R×R, K×R.

This position calls for attention. Not a single piece of Black's protects the King's side! The Rook is out of the game, the Queen is on the closed sixth file, the Knight holds the B P and the point B 1, but all the other points and both the open K Kt and K R files are undefended by Black; and meanwhile White has now the Queen and the Knight against the open King, and can bring the Rook at once into the game. But how many preparatory moves had White to make for that! He must now make use of the open position of the Black King and the absence of the Bishop which protected the White squares against which the attacks of the Knight are directed.

For instance, 29 Q—Kt 3 ch. The King can go neither to R 1 nor to B 1, as then follows Q—Kt 8 ch and in the first case it will be mate, in the second, White will be able to take the Rook on his Kt 3. (The lack of the protective Bishop is sadly felt!). Therefore Black is obliged to take the Knight: K×Kt. White cannot now play 30 R—B 4, with the threat of R—R 4 mate, for then the Black Rook comes into the game with checks on White's second and first ranks. The White King cannot escape these, because as soon as he goes to the Queen's file, Black at once answers P—B 7 and makes a Queen. In such a variation Black's material advantage on the Queen's side would show itself.

But White has also another way. He plays 30 K—R 1, and Black is defenceless against the threat 31 R—Kt 1 and mate the next move. For instance 30 K—R 1, Kt—B 1; 31 R—Kt 1, Q—K 1; 32 Q—B 4 ch, K—R 4; 33 R—Kt 4. Or 30 K—R 1, Q—Q 4; 31 R—Kt 1, Q×B P; 32 Q—R 4 ch, Q—R 4; 33 Q—B 4 ch, Q—Kt 4; 34 R×Q, P×R; 35 Q—Q 6 ch, K—R 4; 36 Q×Kt, with the threat of mate the next move: Q×R P mate.

So White's idea was right ; the opening of the file and the bringing into attack of an extra piece decided the game. Does this mean that Black's idea was wrong—because he also realised it, won a Pawn on the Queen's side and got two passed Pawns there ?

We know that Black had the opportunity of avoiding haste while realising his idea and of not changing his advantage in time into one in force before he could protect his position on the King's side. At any rate, if Black's idea can be realised only by an entire opening up of the King's side and leaving it without any protecting pieces, then, of course it cannot possibly be realised. But the question is whether, as White did not hesitate to sacrifice first the Pawn on his passive wing and then the Knight on the active wing—and those sacrifices were not in vain as the game came into its decisive phase, which demanded decisive measures—ought not Black to have done likewise ? Perhaps he ought to have taken the White Q Kt P, not with the Bishop, but with the Rook ?

That might be considered a sacrifice ; but, in fact, in the actual position the Bishop is stronger than the Rook, because the latter on Q Kt 6 is out of the game, while the Bishop keeps up the defence of the points K Kt 1 and K B 2, the defenceless state of which caused Black to lose the game. Black would have succeeded in protecting himself against White's combination ; and, if his two united passed Pawns, one of which had reached the sixth rank, could win, they would not depend on the Rook or the Bishop to reinforce them.

To judge this combination, it is important to show that White cannot at once protect himself against those Pawns because, after 23...R×P ; 24 Kt×R, B×Kt ; if White plays 25 R—Kt 1, then Black at once answers P—B 7. Likewise White's whole combination cannot be realised, and Black is not obliged to move away the King to R 1, because he can oppose his Rook, on K Kt 2, to the White Rook and move the King to K B 1, under the protection of the Bishop on the diagonal. Besides, if White plays 25 R—Kt 2 before the exchange of Pawns on K B 6, Black has a choice between K—B 1 and K—R 1 (but not P×P, because then 26 Q×P,

K—B 1 ; 27 P—B 6 decides the game). If White exchanges Pawns, Black will answer P×P (not Kt×P) and on 26 Kt—K 5 (26 R—Kt 2, R—Kt 2), Kt×Kt ; 27 P×Kt, R—Kt 2 ch.

We may consider that, by keeping the Bishop, Black could protect his King's side, and, if that be so, the sacrifice of the Exchange would be quite sound.

That is why the example before us is wonderful. It illustrates a struggle between two equally sound ideas, based on nearly equal positions. The fluctuations which occur while the ideas are being realised show us all the cases of change of one element into another, and all the demands that arise in connection with the construction and realisation of plans are here manifested in full and with convincing clearness.

In this example we have seen the building of a plan and its realisation, based on the character of the positions of both opponents and on their advantages. We have seen how certain pieces were concentrated for attack or defence, how the main assault became more accentuated, how different pieces participated in it, and also how certain pieces were kept for defence. But, in addition to that, we have seen that the plan, while following its main line, was divided into different parts, with a multitude of special objects having connection with the main plan, helping its development and hindering the enemy. In the attainment of these special objects we have found how one element passed into another and how the advantage in one changed into advantage in another. This latter circumstance must be particularly noted, as it is not often that the advantage in one element can grow indefinitely. There comes a moment when one cannot gain more in space or in time. One may, in certain cases, maintain the position achieved, without change, until new possibilities arise ; but more often the advantage obtained disappears if it is not changed in due course for another.

This moment often plays a decisive rôle in a game. We saw in the last example how Black lost the game because he turned advantage in space and time into advantage in force. If, on the contrary, he had sacrificed the Exchange

(that is the advantage obtained in force) and turned it into advantage in time, he would probably have won the game.

From this it follows that it is necessary to strive, not after a gain in one element or another, but after an advantage in that element which is rendered possible by the actual position. But, after achieving such an advantage, one must clearly understand what it really means, for general reflections that one's position is better or that one's pieces are better placed count for nothing, and there are certain objective facts which determine exactly in what the advantage consists. Although it is easy to increase the advantage in the element in which one already has it, it is, on the contrary, very difficult to know how to change it into advantage in another element and to choose the right moment for that. This, however, as we have said before, has to be done very often. It is therefore necessary to recognise that the whole conduct of the game is somewhat different according to the element in which there is an advantage.

We must first of all consider positions where there is an advantage in different elements and the using of such an advantage; then positions where the game is inferior; and finally equal positions, and how to achieve the advantage in them.

CHAPTER II

SUPERIOR POSITIONS

Introductory

When we speak of the superiority of a position, we bear in mind that, however great may be the peculiarities of these positions and whatever their fluctuations as regards the different elements, in general there is an advantage on one side.

The enemy may have gained in force, time or space, even in two or all of these elements. But if the qualities of the position are such that these special gains are nevertheless smaller than the counter-advantages, which offer us the opportunity of playing an active game, even though for the time being we must act on the defensive, we can do so and afterwards realise our advantages. Here we shall not go into detail about each separate position but merely generalise about typical instances, which show how to maintain the advantages and add to them until they lead to indisputable victory.

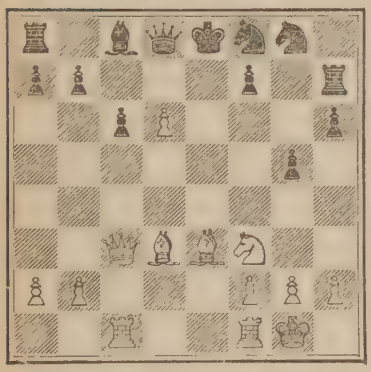
We already know the close connection which exists between the character of the position and the plan of the further game. There is doubtless a similar connection between the quality of the position and the realisation of advantages. With reference to the latter, we must first of all determine in what it consists.

Of course the simplest case is when one player has advantages in all the elements, and the enemy has no counter-opportunities. The object is then so simple that it does not even call for notice. The win can be reached in different ways ;

and between strong opponents the game is generally not continued, the weaker side merely resigning. Let us take, for instance, the following position (Diagram LV.). White's advantage in all the elements is tremendous. He can quietly take the Rook and, with the help of the Pawn on Q 6, he will have a still better position for attack. In each situation in every game, however, we must always look for the most forcible continuation, which will soonest lead to a win, *i.e.*, we must see clearly in which element the gain is greater and try to use it.

So in the example before us White's advantage in the position is worth more than the gain of the Exchange. Therefore he plays to strengthen his attack, carefully reserving the possibility of winning the Exchange when necessary.

Diagram LV.



Black: F. Sicre.
White: P. Morphy.

The continuation is:—

1. K R—K 1 B—K 3 (forced)
2. Kt—K 5

Threatening 3 P—Q 7 ch, Kt×P; 4 B×R, winning not the Exchange but a whole Rook—the latter not being able to retire, for then follows Kt×Q B P

2. ..... Kt—B 3

The Black Rook can now retire, and therefore White captures it, with good reason, as thereby he removes one of the Knights from the defence of the point Q 7, at which attack is directed by the Pawn.

3. B×R Kt (B 1) ×B
4. B—B 5

With the former threat of 5 P—Q 7 ch and if Kt×P, then 6 Kt×Kt, Q×Kt; 7 Q—R 8 ch, Kt—B 1; 8 Q×Kt mate. Black therefore prevents the Pawn's move.

4. ..... Kt—Q 2
5. Kt—Kt 4

With a double (indirect) threat, Q—R 8 ch and Kt—B 6 ch.

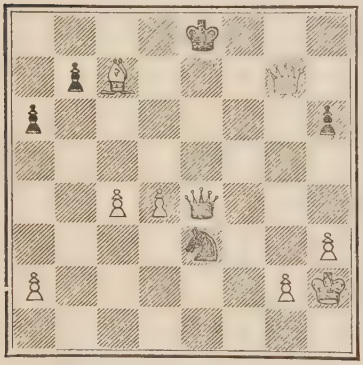
5. ..... P—Kt 3
6. Q—Kt 7 Kt (R 2)—B 1

If P×B, then 7 Q×Kt, followed by 8 Q—Kt 8 ch, Kt—B 1; 9 P—Q 7 ch, Q×P; 10 Kt—B 6 ch.

7. B—Q 4, and Black resigns, having no defence against the threats B—B 6, R×B, B—K 7 and Kt—B 6 ch.

In the diagrammed position White could simply have won the Exchange, but this is not always the case, as some small error—such as a move without a sufficient threat in it—often changes the situation immediately and robs the player of the advantage, when the win was quite obvious. The rule must, therefore, be observed that, however great the advantage in any position, it is necessary to seek for the quickest forced win.

Diagram LVI.



Black: A. K. Rubinstein.
White: A. D. Flamberg.

Let us take the position shown on Diagram LVI. White's advantage here is in all the elements. It is clearly shown in two Pawns, but also in time and in space. But if White, being content with the two Pawns and seeing that Black cannot take Kt×B P on account of Q—Kt 8 ch and Q×Kt, should play, not energetically enough, 1 B—K 5, then Black would at once begin an attack: Kt—B 8 ch; 2 K—Kt 1, Kt—Q 7 (with threat of perpetual check by Q—K 8 ch, Kt—B 8 ch and so on); 3 K—B 2, Q—Q 6, forcing the gain of one of the Pawns.

How did that happen? Thus: White simply wanted to utilise his advantage in force, forgetting that he also had others, in time and in space. He ought to continue energetically, with direct threats, and then will have the possibility of realising his advantage in force, or of obtaining other

advantages, at any rate not giving the enemy counter-opportunities.

He cannot now exchange Queens by 1 Q—K 5 ch, as Black would then win the B P. This means that first of all this Pawn must be removed from the threat of the Knight. After 1 P—B 5 a direct menace of exchange of Queens will appear. As Black's King is stalemated and the Queen cannot go away, because of the threat B—Q 6, with mate following, so Black has no other move than Kt—B 5, and therewith all complications of a perpetual check or the gain by Black of one of the Pawns vanish, and White can either play for an exchange of minor pieces, Q—Kt 8 ch and Q × Kt or, better still, move the Bishop and threaten to win the Knight. It is possible to move the Bishop to a square where it may be very useful, for instance to Kt 3, in order to put it on R 4, threatening a mate. To win is now not difficult.

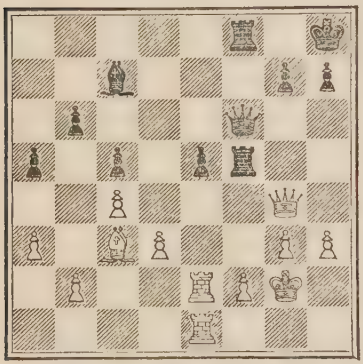
What is the final object of the side which has a crushing advantage? One of two: either to mate the hostile King by a direct attack, or to win enough pieces to make the possibility of a struggle out of the question. In connection with the latter must be considered the bringing of the game to an end-game. If the player who has the advantage brings the game to an ending, this means that his advantage has become indisputable; and as each ending in reality involves either the giving of a direct mate to the King with one's present forces or the queening of one of the Pawns and so gaining a sufficiently crushing advantage in force to give mate, we thus perceive that the approach to the end-game must not be considered in isolation.

Or, what is truer, we may say that, having a crushing advantage, one has more often to play for mate with the help of a direct attack than, on the contrary, to play for the end-game, where the advantage in force will look more decisive than in the middle game. So if, besides advantages in position and time, one has an extra Queen or Rook, the position easily shows whether mate is possible. If it is impossible at the moment, the easiest way is to bring about a general exchange, after which there is no question about the result of the game.

But if we have an extra Pawn or perhaps a Bishop or a Knight, we must then carefully weigh the possibility of bringing about an end-game, and judge whether the present advantage is enough to gain in the ending, or whether, on the contrary, its value will be less in the ending and the game will be difficult. In that case it will be necessary to make the present advantage greater before proceeding to the end-game. But this must be dealt with when we speak of the advantages in the various elements.

Let us consider the following example (Diagram LVII.). Here again White's advantage is indisputable and is expressed in all the elements. Actually White has an extra Pawn and he attacks Black's centre Pawn, while Black attacks White's K B P. It is clear that, if White continues with passive defence, then Black will inconvenience him seriously and the advantage of one Pawn perhaps may not suffice to win the game.

Diagram LVII.



Black: J. H. Blackburne.
White: M. I. Tchigorin.

White has not enough opportunities to begin the attack himself, and so initiates a general exchange by the threat of a strong attack, bringing about an indisputably won end-game.

White operates by means of direct threats (another way is also possible, *viz.*, a gradual repulse of the enemy's threats and a slow progress towards the end-game), removing his own Pawn from the enemy's attack, while at the same time attacking his centre Pawn and threatening to win it :—

1.	P—B 4	Q—B 3 ch
2.	Q—B 3	Q×Q ch
3.	K×Q	R—Q 1

If P×P, then 4 R—K 7 (with threats of R×B and B×Kt P ch), P×P dis. ch ; 5 K—Kt 2, R—B 7 ch ; 6 K—Kt 1,

B—Q 1; 7 B×P ch and 8 B×R, winning the Exchange and the game, which gain is seen in the threat of attack on the Black King.

4. B×P

It was probably possible to play, more forcibly, 4 K—K 4.

4.	.....	B×B
5.	R×B	R×QP ch
6.	R (K 1)—K 3	R×R ch
7.	K×R	R—B 1
8.	R—K 6	R—Q Kt 1
9.	K—K 4	

And the end-game is easily won by White.

In some positions it is not feasible to play for the end-game, as the advantage is not great enough for this. To determine when this is so is a matter of end-game conditions and the player's understanding of them, and therefore does not fall within the scope of the present work. Of course, all the examples which we are considering are such that one side's advantage is big enough to allow an immediate liquidation. Much more complicated is it when a struggle is still possible, when the enemy yet has chances, and though there is an advantage it is not an indisputable factor of victory.

We shall now give our attention to such cases and shall divide them into three groups: advantage in force, space and time.

It is not always possible to find examples where those advantages are clearly shown separately. Very often the advantage in one element is accompanied by gain or loss in another. It will, therefore, often be necessary to sacrifice details in order to get a clear conception of the idea. It is important for us that in the position discussed: (1) the advantage on one side shall be obvious; and (2) this advantage shall be in each of the three elements separately and in turn. In this case, all other interdependences of the elements will simply be occasional complications of the main positions.

When examining each example we shall perceive the differences in the conduct of the game which are dictated by the presence of advantages in one or other element. But let us

remember, once more, that there is no object in getting the advantage in one only of the elements. It is necessary, in getting the advantage, to strive after increase of strength in every way; to be stronger than the enemy, and to have the initiative—the character of each position determining in which element.

Advantage in Force

Superiority in force is the easiest to determine and, at the same time, it is the most decisive. Time and space are conditions under which force acts, and so the last is the active element in the game. Superiority, therefore, in space and time appears in fact the creation of better conditions for the action of the pieces. Superiority in force is already a real advantage, and it is said, not without reason, that the gain of a Pawn means the winning of a game. We know, however, that all sacrifices are the giving away of a piece in order to gain an advantage in other elements. This means that one side, in order to obtain a greater activity of pieces coming into the game, is ready to allow the enemy to have a greater number of forces, but the latter cannot participate directly in the main conduct of the game.

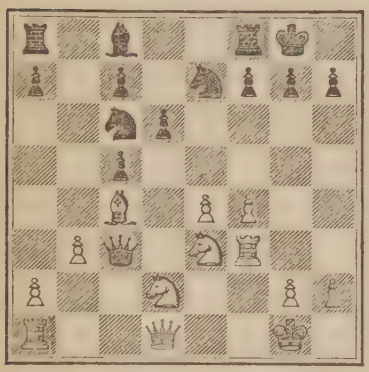
We also know that there are often cases when one side, having the advantage in force, gives it up for advantage in other elements, which may decide the game more quickly, because his pieces remaining on the board then acquire a greater activity.

We come now to positions in which one side has a superiority which is accompanied by the advantage in force. The opposite case need not be studied by us just at present, as the advantage there is a general one and is accompanied by shortage in the number of pieces. But cases of useless sacrifices, where the enemy wins a piece or a Pawn, keeping at the same time a general superiority, may be dealt with here.

In the preceding chapter we have already treated of cases where the advantage was in all the elements, and we shall

now examine several cases where the advantage in force is combined with a disadvantage in other elements but outweighs it and makes for a general superiority in position. We shall not occupy ourselves too long with such cases, as they are comparatively very simple, and if one knows how to play chess one will find no difficulty in playing a game with an extra piece or Pawn. It is more difficult to decide whether to play for the end-game or to commence an attack, or to make manœuvres, and so on ; but that depends directly on position-judgment, as we have already seen in detail. On the other hand, special cases will be dealt with in Part III. We shall, therefore, at present give only a few examples.

Diagram LVIII.



Black : Dr. E. Lasker.
White : J. H. Blackburne.

Let us take, for instance, the following position (Diagram LVIII.).

Black has an extra Pawn, but White has in compensation three extra moves and a good centre. It is true the K P is somewhat weak and the Knights are not very well placed, but the Knight on K 3 threatens to occupy an excellent post next move and will unmask the Rook on the Queen, which is not well placed and will run into danger when retiring to her own camp to take up a better position. Besides, White threatens in a few moves to get up an attack on the King's side. This is supported by the centre Pawns, the advanced position of the Rook, and the two Knights, which can be brought up quickly.

What game can Black get against this ? It is clear that he must lay stress on his extra Pawn, as he has no other advantage. This means that he must first try to prevent or hinder the action of the White pieces on the King's side, retiring the Queen from the threat of the Rook's attack, and further must try to exchange as great a number of pieces as

possible in order to destroy White's advantage and bring about an end-game. But he must make this an end-game profitable to himself, because his extra Pawn is doubled, and, if only Rooks remain on the board, it is impossible to be sure that this Pawn will win.

With this in view, Black must speculate on the weakness of the White K P. If this is removed from the King's file, Black will get a protected passed Pawn to the good. So speculating, Black plays:

1. ..... Q—Q 5

pinning both Knights and retiring the Queen from the Rook's threat. (Note that 1...., Kt—Q 5 would place the Black Queen in complete stalemate position, with no protection at all after 2 R—Kt 3). White's answer is obvious:

2. K—R 1 B—K 3

with the natural object of exchanging Bishops. If White tries to avoid this, he must retreat the Bishop to K 2 or B 1, *i.e.*, lose a move to escape attack, of which Black would take advantage by playing P—B 4. If White exchanges Bishops himself (3 B×B), then after P×B, Black with this Pawn cuts the White Knight off from Q 5 and K B 5, and besides gets an open K B file, which will weaken the White K B P. White's attack will be futile, whereas Black will strengthen his centre and will support his extra Pawn.

So White will have only one move:

3. R—Q B 1 B×B
4. R×B

The question now arises for Black, whither to retreat the Queen. If she moves to B 3, then White will answer P—K 5, with the threats Kt—K 4 or P—B 5. This means that Black must play

4. ..... Q—Kt 7

threatening the R P. White cannot give up a second Pawn, his attack not being strong enough. Besides, after Q×R P, Black will threaten Kt—Q 5, hitting the Rook on B 3 and the Pawn on Q Kt 3 and shutting off the Rook on Q B 4.

So White drives away the Queen:

5. R—Q B 2 Q—B 3

There is no other move. But this is now possible, because after P—K 5 the Black Queen will go to R 5 and P—B 5 will no longer hurt, as the Rook has moved from Q B 4. On his side, Black now threatens to win the Exchange by Kt—Q 5.

White, therefore, chooses another method of attack:

6. Kt—Kt 4 Q—Kt 3
7. R—Kt 3

If Black moves the Queen to K 3, then P—B 5—B 6 will follow. If the Queen retreats to R 4, she will be lost after Kt—B 6 ch. This means that the Queen has to remain where she is and it is necessary to prevent White's P—B 5.

Black therefore plays:

7. ..... P—B 4

White cannot take this Pawn, since Kt×P follows, with a threat to the Rook, and it is therefore necessary to move the Knight:

8. Kt—K 5 Q—K 3
9. Kt×Kt Kt×Kt

Black's superiority is now obvious. In the number of moves both sides are equal, Black has enough space, his extra Pawn is maintained, two minor pieces have been exchanged and White is thus deprived of all chances of attack, while Black attacks White's centre Pawns. If White now plays P×P, then, after R×P, he will be unable to protect his isolated K B P, which stands on an open file, where Black's second Rook will now come in. Meanwhile Black threatens P×P, opening an attack on the K B P. White must therefore advance the attacked Pawn:

10. P—K 5 Kt—Kt 5

Threatening the Rook and the R P, and to move Kt—Q 4 and Kt—Q 6.

11. R—B 4 P×P

Threatening, if 12 R×B P, P×P and there is no good retreat for the Rook on Kt 3.

12. Q—R 1

Protecting the R P and attacking Black's K P, which cannot move on account of Q×P mate.

12. ..... Q—Q 2

Combining defence from mate with a threat to the Knight.

13.	Kt—B 3	P×P
14.	Kt—K 5	Q—K 2
15.	R×P (B 4)	Q R—K 1
16.	Kt—B 4	Q—K 8 ch
17.	R—B 1	Q×Q
18.	R×Q	Kt×P

Black has now won three Pawns, exchanged off nearly all the pieces and ruined all possibilities of attack by White. It is clear that the game is won without difficulty.

But if we want to profit by this example, we must not forget that the loss of more Pawns by White was the result of his being obliged to maintain his advantage in time; because, had he lost that, Black would have had the clear advantage of an extra Pawn. Black's plan was therefore to paralyse the White pieces and to exchange them; by this White's advantage in time was destroyed; and, at the same time, Black attacked White's only weak point—the K P, combining this attack with his own defence, especially of the Queen. At the time Black, having a Pawn ahead was able to protect himself, as every extra move only strengthened his position and made his advantage in force greater. But if White had remained on the defensive he would not have hindered the enemy from realising his advantages. From this we may make a similar deduction to the one made when we considered the construction of the plan: The realisation of material advantage must be a distant objective, in the attainment of which there are other objects to be sought in the other elements, reached gradually and attaining by degrees the main objective.

If in the example before us we remove Black's extra Pawn we shall at once see how all is changed. Though this Pawn does not participate in the game, it governs it by influencing both players. Thanks to it Black's threats become effectual (which they would not have been but for the extra Pawn); and thanks to it, also, White is debarred from attacks and defences which he might have selected had he not been a Pawn down.

As we are looking at the game only from the side which has the superiority, we do not say whether the other side develops its game correctly; but we can certainly say that the game of the player who keeps his superiority in view all the time is correct.

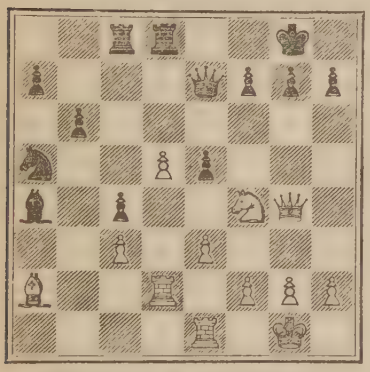
Let us take another similar position (Diagram LIX.).

Here Black has an extra Pawn against White's extra move and has put out of play two of his pieces, which are on the Queen's side, while White attacks the defenceless King's side.

Let us see how the game continues:

1. Kt—R 5 P—Kt 3
2. P—Q 6

Diagram LIX.



Black: J. R. Capablanca.
White: F. J. Marshall.

This Pawn cannot be captured, in view of the position of Black's Q R, protected only by the K R. But, taking advantage of his extra Pawn, Black can adopt the following defence:

2. ..... Q—K 3

Let us suppose that Black has no extra Pawn. In that case White might perhaps play 3 Q×Q, P×Q; 4 Kt—B 6 ch, disorganizing the hostile Pawns and keeping a strong passed Pawn on Q 6. Thus the extra, but not active, Pawn allows the side which has it to play a more hazardous game. The idea, therefore, is quite wrong that the player who has an advantage in force must play more carefully.

Though it is said that accidents are profitable to the weaker side, which can therefore begin risky attacks, hoping to compensate for its own weakness by complicated combinations, we must nevertheless acknowledge that the weaker side is obliged to play this sort of game without solid hope of saving the situation in the end, while the stronger side chooses it

freely. The latter is, of course, preferable. Being a Pawn down, White selects the way of a quick attack:

3. Q—Kt 5 K—R 1

It is still impossible to take the Pawn, because then, after the exchange of Rooks and the move Q—R 6, the Black Queen will be lost.

4. Kt—B 6 R×P
5. R×R Q×R

So we see that Black has won a second Pawn; and, in a few moves, White will be obliged to give up the Bishop.

All this we can safely attribute to the action of an extra Pawn, which gives the stronger side the possibility of protecting itself more freely even in difficult positions.

It must not, however, be thought that, having an advantage in force, it is necessary to keep it in spite of everything. On the contrary, one has often to part with it in order to better one's position. One may give back a piece which has been won, in order either to repulse too strong an attack, or to make one's own attack more energetic. There are plenty of examples of such cases. For instance, in every gambit, the piece or Pawn gained is a real advantage, and can therefore only be given back when it can be replaced by a big advantage elsewhere, or when we are forced to do so. The latter necessity proves either that our own game was not strong enough or else that the enemy's positional advantage was so great that only our extra material made things even. If we are not obliged to surrender a piece or Pawn or fail to obtain sufficient advantage by the surrender, but do so in order to make our game easier, this simply shows that our conduct of the game has not been sufficiently energetic. In chess no single effort must be made in vain, and nothing must be taken until it can be utilised.

So, if one has an extra piece and the better game, it must first of all be decided at what stage this extra piece will be most effective—in the middle or the end-game. In the latter case, one must try to bring about an end-game, clearly understanding, however, what form of ending will be the most profitable. In the former case, on the contrary, the end-game

must be avoided. In accordance with the character of the position, one must either attack energetically or protect oneself with confidence, having in both cases the possibility (if the necessary moment should arise) of giving back the piece to get a decisive advantage in other elements.

But, as we have said before, a piece which has been won must only be given back in exchange for a real and tangible advantage. In itself the possession of extra material does not give a special character to the game ; for the conditions of the game are time and space, and the latter determine the conditions—it is only the difference between them which determines the character of the game. At the same time, the difference in those elements is most difficult to work out and to apply in one's own game.

We now proceed to discuss these elements.

Advantage in Time

If superiority in force is lost only in the event of hostile attack on our pieces, if advantage in space is very lasting, advantage in time, on the contrary, is very transient and may disappear quite unobtrusively. That is because, after having developed our own pieces in the best possible way, we cannot always find new good positions in the succeeding moves, since time does not extend indefinitely. After a gain in space, we can keep the game in that position, but after a gain in time without getting new advantages we risk losing the old ones. Therefore, having advantage in time, we must first of all ask a very important question (though it is of little importance when other advantages are dealt with) : How not to lose the advantage won ? The enemy's threats here come into consideration ; but more important is the consideration how to increase the advantage gained in time, and, if it is impossible to increase it, then how to turn it into advantage in another element, and in which element. This constitutes the decisive moment of the game, as the conversion of one element into another is always attended by danger.

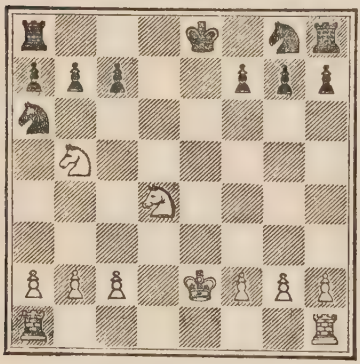
Before discussing how to play when having the advantage in time, let us look at the following position, which may be

regarded as classical in respect of gain in time (Diagram LX.).

The position is really typical, because not only are the pieces the same but both opponents have them placed nearly alike, except that the two White Knights have made three moves more than Black's. In that lies White's real advantage.

In accordance with what we have said, White must first of all ask if he can give up the advantage won. It is possible to lose the advantage in time in two ways : either the enemy has the chance of attacking the more rapidly developed pieces and compelling them to retire and thus lose the time gained ; or he simply makes important developing moves one after the other, while the other side has no such moves. In the example before us there are no such direct threats, as the B P can attack neither the Knight on Kt 5—which would check at Q 6 and win a Pawn—nor the Knight on Q 4, which would move to B 5, threatening the K Kt P and a check on Q 6. White also has no luck in developing moves. We must, however, continue our study more deeply.

Diagram LX.



Black : J. Mieses.
White : Dr. S. Tarrasch.

White's advantage is that his two Knights are developed on good squares, while one hostile Knight is still on his original square and the other occupies a weak square. But let us suppose that Black succeeds in bringing out the Knight to K B 3 and castling. We note that White's advantage will decrease at once, and Black will have no difficulty in getting rid of the troublesome Knights.

Thus White must, first of all, not let Black complete his development, *i.e.*, not allow him to bring out the second Knight and castle. This means that, after having gained an advantage in time, it is impossible to rest quietly on one's laurels ;

it is essential to develop the advantage unceasingly, to increase it and to threaten and harass the enemy.

To prevent castling on the King's side is not difficult for White, *e.g.*: 1 K R—K 1. If Kt—K 2, then the White King moves away and the Knight is pinned; if Kt—B 3, then the King goes away with check and Black's King must move to K B 1, locking in the Rook for a long time.

But can Black castle on the Queen's side? In that case the Black Pawn on Q R 2 remains unprotected and the Knight will take it with a check. But after K—Kt 1 the White Knight will be obliged to return to Kt 5, from which it will be driven by P—B 3 and then the Knight on Q 4, being undefended, will be taken by the Rook. By castling Q R, Black attacks one of the Knights, which is protected only by the other one. Such is Black's threat, not only to complete his development but also to deprive the enemy of all advantage in time! How can White avoid this threat? First by protecting the Knight on Q 4 or retiring it. That is, he plays 1 K R—K 1 (without this move, Black will not castle on the Queen's side but will play Kt—B 3 and castle on the King's) Castles; 2 Q R—Q 1 or Kt—B 5. In the first case Black simply answers P—Q B 3 and after the retreat of the Knight plays out Kt—B 3, meeting with no difficulties in his development. In the second case he simply begins by driving off one Knight with P—K Kt 3 and, when that retires, sending away the second with P—Q B 3; he then quietly develops his own Knight at B 3. White must, therefore, either ruin Black's chance of castling on the Queen's side or at least put more obstacles in the way of that than of castling on the other side and take precautions against the dangers to himself involved in it.

We have already said that if White should fail to move 1 K R—K 1, then Black will play Kt—B 3 and Castles K R. This means that White must find something in answer to Black's Castles Q R, otherwise he risks losing or, at any rate, considerably weakening his advantage.

This is the decisive moment of the game. White has reached his full development and his highest point of advantage.

With the next move Black may begin to overtake him in development. If the White's play has been far-sighted, he will find further resources ; if there are none, then he advanced his Knights too early and is obliged to lose time in retiring them. White really has a resource, which shows that his manner of development was right, that he was far-sighted and his plan deep. After 1 K R—K 1, Castles Q R, he can play : 2 Kt×P ch, K—Kt 1 ; 3 Kt—B 6 ch, P×Kt ; 4 Kt×P ch, K—B 1 ; 5 Kt×R, remaining with Rook and two passed Pawns against two Knights. Thereby he will have made no gain, either in time nor in space, and all the difference in the game will lie in force. In other words, White has turned his advantage in time into advantage in force.

But let us suppose that the Black Pawn stands not on Q R 2, but on Q Kt 3. The position would not be changed, but White's combination would be incorrect. This shows how attentive one must be to the smallest details of the situation.

We have thus seen how to disarm the enemy's threats in order to destroy an advantage in time, and what measures to take to maintain such an advantage. We have also seen how this advantage at a decisive moment turns into an advantage in another element.

Let us now see how to increase an advantage in time and how to play the game when in possession of such an advantage.

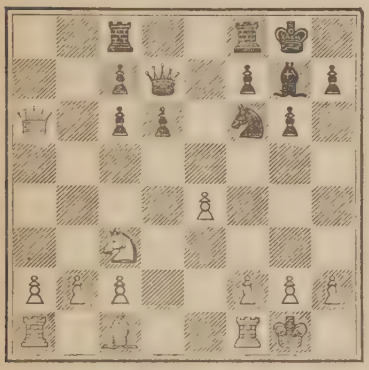
From our last example we know that one must not always retire the developed pieces, as by that considerable time may be lost. Of course, if the retreat is only a preparatory or intermediate stage in a preconceived plan, then that is not the case ; but retreat in itself always means a surrender to the enemy's will. This shows that we must support the position of the advanced pieces and, so far from allowing the enemy to threaten them, threaten him instead. We have also learnt that we must hinder the hostile development in its main directions, threatening points, cutting lines, and so on. But, in addition, we learnt that when allowing the realisation of a hostile threat we must count on the position which he gets being to his disadvantage. So it happened

in our last example. Black threatened to castle, White allowed it, and the result was beneficial to White. This shows that our rule was sound : it is necessary to build up a far-sighted general plan, and individual threats must be but milestones on the way, not the objective itself.

Let us look at a new position (Diagram LXI.).

This is as typical of advantage in time as the preceding one, but it has a special character, Black having gained three moves while White gained a Pawn and space, thanks to the Pawn on K 4 and the Queen at R 6. Besides, White has not a single weak point in his position, and all that Black can attain will be owing to his gain in time.

Diagram LXI.



Black : J. R. Capablanca.
White : A. Niemzovitch.

But what is the character of the position ? It can, as usual, be found most easily by analysing the difference between the two sides. Here the difference is in the station of the Bishops. While White's Bishop is undeveloped, Black's Bishop strikes along a splendid diagonal. He first threatens to take the Knight, and by so doing he would weaken the defence of K P and double the Pawns on the Bishop's file. The Q Kt P is obliged to protect the Knight, and if the latter goes away then the Bishop is tied down, being obliged to protect the Pawn ; and the position of the Rook prevents the removal of both Knight and Q Kt P.

There are, however, no weaknesses in White's position, and, if Black does not hinder him, he will quietly develop his Bishop, retire the Queen (which alone is out of the game), to protect the Knight, and will then play P—Q Kt 3, and remove the Rook and finally the Knight. His game will then be safe and he will still have an extra Pawn.

How can Black hinder him ?

It is clear that his whole game lies in an attack on the hostile Queen's side Pawns, concentrating his pieces on this flank. But if Black at once plays R—R 1 he will only drive the White Queen into her own camp ; he will attain nothing and will lose one move. Should he shift the Knight in order to attack the White Knight with the Bishop, he will take off the attack from the K P. If he moves the Queen, he will lose the Pawn on B 3.

So the game must be conducted in a more complicated way, observing the general rules of not losing time and not allowing the enemy to gain it, and of developing freely, *i.e.*, threatening directly and unceasingly.

Black makes his first move :—1...K R—K 1.

This is a curious situation. Black attacks the Pawn, which White can protect by bringing the Queen back into the game ; and, of course, he hastens to do so, thinking to strengthen his position and to gain time.

2. Q—Q 3

But by this he drops his threat against Black's Pawn on B 3, and now the hostile Queen is free for attack, whereas before she was tied. Having a disadvantage in time, one must never make it easier for the enemy nor cease to threaten him. It is clear that it would have been better to have played at once 2 P—B 3, which must be played in any case.

Black's answer is obvious :

2. ..... Q—K 3

A new threat from Black !

3. P—B 3

We have now another curious moment. The attack on the K P is finished. What has Black to do ? It is clear that this attack was merely a demonstration. It was made in order to tie up the enemy's pieces. Further, the Rook moved in order to free the Queen ; the Queen moved to give place to the Knight.

The Knight attacked the Pawn. This attack is now finished and he has to go to the Queen's wing, where the game will be decided.

The Knight retires, but opens up the Bishop and threatens besides to go in two moves to Q B 5, where he will very strongly threaten the Pawn on Q Kt 7.

3. ..... Kt—Q 2

White must parry this threat by combining defence with the development of his pieces:

4. B—Q 2 Kt—K 4
5. Q—K 2 Kt—B 5

The Knight threatens the Q Kt P. If 6 P—Q Kt 3, then follows Kt×B; 7 Q×Kt, Q—K 4, winning the Exchange.

6. Q R—Kt 1 R—R 1

Again a threat. The demonstration against K P is over and the attack on the Queen's side begins. All the pieces must come here, but if possible each must combine its move with a threat, in order not to give the enemy time to protect himself and to develop.

Black, up to now, has combined nearly every move with a threat, and so it has come about that during those five moves White has only developed the Bishop; and all his pieces, including the Bishop, were brought to the defence. If White now plays P—Q Kt 3, Black wins a Pawn by Kt×B; 8 Q×Kt, R—R 6; and therefore he protects himself.

7. P—Q R 4 Kt×B

Intending to bring the Queen into the game, to prevent P—Q Kt 3 and to concentrate the attack on the Knight and the Queen's side Pawns.

8. Q×Kt Q—B 5

Now P—Q Kt 3 is impossible on account of the threat to the Knight; Black meanwhile threatens B×Kt and Q×R P; if 9 Kt—K 2, then the R P is lost.

The best move would be 8 Kt Q 1, giving up the Pawn.

9. K R—Q 1 K R—Kt 1

Black can now win a Pawn by B×Kt, or even two Pawns by R×Kt P; R×R, B×Kt; Q—B 1, B×R; Q×B, Q×R P; but then White would answer with Q—Kt 7, threatening the backward B P. Black prefers therefore to continue his plan.

If we now sum up the position (Diagram LXII.), we see that Black has gained only one move, but with that he has undoubtedly gained in space, as all his pieces occupy open lines, while the Queen, commanding adjacent squares, is placed in the middle of the board. And Black estimates this advantage so highly that he prefers it even to the gain of a Pawn!

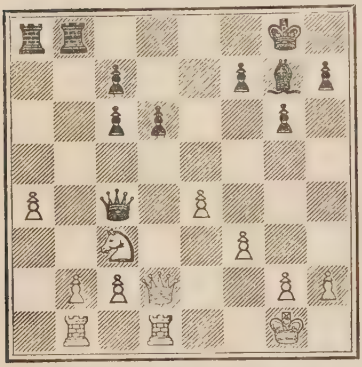
10. Q—K 3 R—Kt 5

Threatening B—Q 5.

11. Q—Kt 5 B—Q 5 ch

12. K—R 1 R (R 1)—Kt 1

Diagram LXII.



Black: J. R. Capablanca.
White: A. Niemzovitch.

Now the gain of a piece is threatened, and White is therefore obliged to sacrifice the Exchange.

13. R×B Q×R

The game is won.

The conduct of this game by Black is wonderful, and it is really the best example of how one's advantage may be increased when one has the superiority in time. It is necessary to make threat after threat, while playing each move in accordance with the plan. In this way the enemy's development is hampered and he is not allowed to gain in time. The most difficult point in this is the changing over of pieces from one attacking square to another through a series of passive ones. In the example this feature is also marked. The changing over is combined with the opening up of another piece, which, at this moment, makes the threat. The most difficult process is the conversion of one element into the other. Here this is managed beautifully, owing to the change being gradual and unobtrusive. And all our general remarks about advantage in time are illustrated here. They will be clearer still when we consider the game in which there is an advantage in space.

Advantage in Space

The object of the player who has any advantage is always the same, firstly, not to lose it, and secondly, to increase it until it is enough for victory. The difference in the attainment of these objects, while having the advantage in one of the elements, depends on the qualities of those elements.

We saw that it is easy to lose one's advantage in time and therefore the player having it must be very careful. Further, advantage in time cannot be kept long and cannot increase much and must therefore be converted early into advantage in another element.

Both ends, in time, are attained by means of unceasing threats, which hamper the enemy's development and help to increase one's own advantage.

The object of the game, when having the advantage in space, is a different one. Here the enemy is much more inconvenienced in the movement of his pieces; therefore it is not so necessary to threaten his pieces or points as to try to deprive him of some of the squares on which he could place a piece.

To lose the advantage in space is much more difficult than to do so in time, and, to avoid it, one has only to refrain from retiring the pieces from the important advanced posts which they occupy and, on the contrary, to strengthen them there.

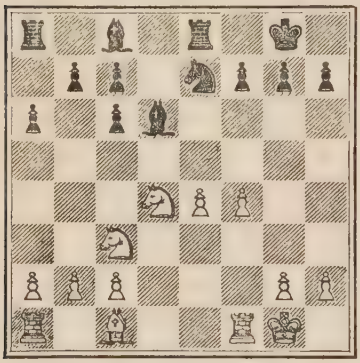
Having the advantage in space, it is possible to lose many moves without making any threats and even to allow a real development, as the enemy cannot profit by his moves when he has his squares taken from him. Therefore, in order to increase one's advantage in space, it is enough to hamper the enemy quietly, almost without real threats. And as advantage in space can develop indefinitely, it is unnecessary to try to change it into advantage in other elements. That will come of itself when the enemy, being too hard pressed, will have no other means of extricating himself except by sacrificing a piece.

This moment is very dangerous. The sacrifice of a piece or a Pawn may mean for one's adversary escape from the

encircling ring, and a break through may be made which will undo the player who had the advantage in space. This shows that, if one has the advantage in time, there are specially difficult moments, when it must be changed into another element; but, if one has the advantage in space, it is particularly dangerous when the adversary has got free from the pressure of his position by giving up some of his material.

Examples will show us the difference still more clearly. First let us look at Diagram LXIII. Force and time on both sides are alike; the difference is only in space. White has two centre Pawns and a Knight on the fourth rank, while Black has all his pieces on the first three ranks. But, further, the Black pieces have no good development in view of the threats of an advance of the centre Pawns; the Knight cannot go to his natural square K B 3; the Bishop cannot go to K Kt 5; the other Bishop cannot go to the Queen's side, as he will then leave without defence the centre and the King's side, against which White's attack is directed.

Diagram LXIII.



Black: J. R. Capablanca.
White: Dr. E. Lasker.

How can Black develop his game? What can he threaten? He must first of all develop his Q B. There is no development in B—Q 2, as here there is no diagonal. But there is the possibility of development through Q Kt 2. By that Black can open the attack on the hostile K P, reinforcing it with the Rook on the King's file. If White advances the K P, then the Bishop and Knight get a beautiful square at K B 4. Besides, the other Black Bishop threatens with B—Q B 4 to pin the Knight and to occupy a good position.

Has White any direct threats? Except P—B 5—B 6, not one; and that one cannot be realised at once. So it is clear that White's object, while playing in the centre and on the

King's side, is to press the enemy slowly, parrying his threats and hindering the advance of his pieces.

Black has one immediate threat, B—Q B 4, pinning the Knight ; White can protect himself against this by moving the King ; but if Black should still answer B—Q B 4, White would be compelled to remove the Knight.

This means that he can move this Knight at once and economise time, playing so as not to let the Bishop go to Q B 4, *i.e.*, Kt—Kt 3. That is a very curious move. White not only threatens nothing, but also retreats an advanced piece.

The reason is that, while having the advantage in space, it is more important not to let the enemy get his freedom than to threaten him directly. Besides the Knight on Q 4 gave an opportunity for Black, with gain in time, to advance P—Q B 4 in order to develop the Bishop afterwards at Q Kt 2.

And so

1. Kt—Kt 3

We know that White threatens P—B 5—B 6, and that on the other hand the Black Q B can only develop on Q Kt 2, for which purpose Black must open the diagonal Q R 1—K R 8, *i.e.*, must advance the Pawns at Q Kt 2 and Q B 3 ; but the latter advance is impossible on account of White's threat, after it, to win the Bishop by P—K 5.

Parrying those threats and preparing his development, Black plays

1. ..... P—B3

Now Black can develop his Bishop at K 3 and even at K Kt 5, as he has a good retreat at K B 2. By advancing the K B P Black checked the movement of White's advanced Pawns ; but he created a weakness at K 3. It is natural that White should wish to take advantage of it.

2. P—B 5

It is true that White himself creates weaknesses on K 4 and K 5 ; but he still threatens the enemy, deprives both Bishop and Knight of all their squares, and now threatens to occupy the weakened point K 6 with a Knight.

2. ..... P—Q Kt 3

in order to develop the Bishop. But a question arises: ought he perhaps to remain on his original diagonal to protect the point K 3? In that case it was not worth while making the preceding move! And, besides, if B—Q 2, then 3 B—B 4, and White gets a splendid game by Q R—Q 1. White's chief idea is now to place the Knight on K 6. How can he do that? It is necessary to pass through K B 4 or Q 4; but previously White must drive away the Black Bishop from Q 6.

Therefore:

3. B—B 4

Of course Black ought to take this Bishop, as he cannot avoid the exchange, and by allowing the enemy to take he will create for himself another weakness in the Pawn at Q 3. Besides, by taking the Bishop, he gains several moves, as the White Rook at B 4 must spend time in order to return into the game on the King's or Queen's file. Black, however, continues his plan of development without the necessary attention:

3.	.....	B—Kt 2
4.	B×B	P×B
5.	Kt—Q 4	

Here at last is the first White threat in five moves! This threat is only to move the Knight to K 6. We note that White lost one move during these manœuvres and hampered still more the enemy pieces, which had no moves at all. Black has now one threat, the attack on the K P, and he must not let the White Knight fortify himself at K 6. For this end he must advance his Q B and Q Ps.

He cannot prevent the Knight from going to K 6, whence it will threaten the square Q 8, so that the Rook must be put here as quickly as possible in order to have time to protect the Q P, which will otherwise be attacked by the White Rook and will be helpless.

5.	.....	Q R—Q 1
6.	Kt—K 6	R—Q 2

It is curious that White, when he has attained one of his objects and when he has increased the enemy's inconveniences has now made three moves fewer than Black. It is true that

those moves, the advancing one step of the Queen's side Pawns, do not mean much, and therefore the advantage is still with White. But the fact remains, similar to what we noticed in the chapter about time, where gain in time, during its development, is often combined with loss in space.

White now, of course, attacks the weak point created by Black at his Q 3.

7. Q R—Q 1

Black can save this Pawn either by protecting it or by advancing it. It is impossible to advance it at once, as then there will be an isolated Pawn, which will fall under the threat of both the Rooks, Black being unable to bring up another Rook for the defence. Therefore Black must first play P—B 4 in order to hold the square Q 4 with the Bishop and not the Pawn. In reply White would guard against the weakness of this Pawn on K B 5 in the absence of the K P, and would play 8 P—K Kt 4. The continuation would be as follows :— P—Q 4 ; 9 P×P, B×P ; 10 Kt×B, R×Kt ; 11 Kt—B 7 ! R×R ; 12 R×R, R—Q B 1 ; 13 R—Q 7, and wins.

From this it follows that Black cannot realise his idea and must fall back on passive defence. That is the real result of the White manœuvres.

7.	.....	Kt—B 1
8.	R—B 2	P—Q Kt 4
9.	K R—Q 2	Q R—K 2
10.	P—Q Kt 4	

Parrying the threat of P—B 4

10.	.....	K—B 2
11.	P—Q R 3	

Is there not a great and wonderful difference from the game which we last looked at ? Black cannot move, and White also does nothing but fortify his position in order to begin a decisive attack later ! Such tactics are possible only when the advantage is in space, never when it is in time.

But now comes the decisive moment mentioned above. Black can sacrifice the Exchange for a Pawn (R×Kt ; 12 P×R ch, R×P) and by threatening the K P, will get unexpected chances. In order to prove the reasonableness or

otherwise of this sacrifice, the game would have to be played out ; but at any rate it is important to notice that after the sacrifice Black would have a Bishop, Pawn and three moves against the White Rook, while White's gains in space would all disappear ! It is clear that if Black does not seize this, his last chance, he delivers himself entirely into the power of the enemy, who will now dictate his will.

11.	.....	B—R 1
12.	K—B 2	R—R 2
13.	P—Kt 4	

Now begins the decisive stage, like that which we mentioned in positions where one side had the advantage in all the elements. White must break through somewhere, and Black is helpless to prevent it.

13.	.....	P—R 3
14.	R—Q 3	P—Q R 4

In vain. The opening of the files is profitable to the stronger player.

15.	P—K R 4	P×P
16.	P×P	R (R 2)—K 2
17.	K—B 3	R—Kt 1
18.	K—B 4	P—Kt 3
19.	R—Kt 3	P—Kt 4 ch
20.	K—B 3	Kt—Kt 3
21.	P×P	R P×P

The continuation has hardly any interest for our purpose, as Black, having lost his advantage in time, has no object in the game, while White continues to destroy the hostile position.

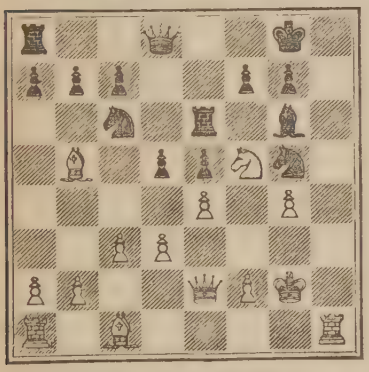
22.	R—R 3	R—Q 2
23.	K—Kt 3	K—K 1
24.	Q R—K R 1	B—Kt 2
25.	P—K 5	

Here is the decisive break-through. White gets rid of his weak Pawn in order to put the Knight in its place, threatening the King and both the Rooks.

25.	.....	Q P×P
26.	Kt—K 4	Kt—Q 4
27.	Kt (K 6)—B 5	B—B 1
28.	Kt×R	B×Kt
29.	R—R 7,	and so on.

The game is a beautiful example of how the advantage in space must be gradually increased and the enemy prevented from getting his freedom. The lack of threats is also characteristic here, as well as the play over nearly the whole of the board, though the chief attack is in the centre and on the King's side.

Diagram LXIV.



Black: F. J. Marshall.
White: J. R. Capablanca.

Now let us take another example, where the attack will be quicker and where it will be in a smaller space. We shall then have made acquaintance with two types of the game and shall see in detail how advantage in space must be used. (Diagram LXIV.)

We shall here shorten our test, supposing that the reader now knows the chief points of the game, how to judge a position and mark its character, and how to build a plan.

Equality in force and time prevails, but White's advantage in space on the King's side is considerable, on account of the presence of the enemy's King on this flank and of the congested state of the Black pieces. Besides, White commands an open K R file, on which he can attack. Finally, the central Black Pawns are not very strong, as they need to be protected. How can White use his advantage? By doubling the Rooks on the K R file; but for that he must bring out the Q B. Should it come out (on Q 2 or K 3), he will at once lose the K P. That is Black's first threat; the second is to close the K R file by B×Kt; P×B, R—R 3. This means that

White cannot bring the K B into the game by B—R 4—Kt 3, with an attack on P Q 5.

But White can now win a Pawn by Q B×Kt, Q×B; 2 P×P. If B×Kt, then 3 P×R, B×P (Kt 5); 4 Q—K 3 (not 4 P×P ch, for then Black quickly wins by K×P; 5 Q—K 3, B—R 6 ch! and mate in two moves), and White has the Exchange against a Pawn plus. If Black does not sacrifice the Exchange but plays 2...R—B 3, then follows 3 P×Kt, B×Kt (if P×P, 4 Kt—K 7 ch, winning); 4 P×P, with the better game. But Black in the former variation can play 4...Q—Kt 3, remaining with a good attack and a Pawn for the Exchange, or may play, instead of 3...B×P (Kt 5), 3...B×P (K 3), keeping a beautiful attacking position against the Exchange. This is the moment when the opponent, having incurred a loss in space, is ready to give up material for freedom. Very possibly White, while accepting the sacrifice, would win the game just the same, but he would lose the initiative. How must White play if he wants to keep the initiative?

His object is to develop the Q B and transfer the K B to the diagonal Q R 2—K Kt 8 and to double the Rooks, or a Rook and a Queen, on the K R file, so as to prevent the enemy from winning the K P and to closing the K R file.

All these objectives can be attained by a fresh attack against the Knight at Kt 5, which cannot retire to R 2, for then the pressure of the doubled Rooks would be directed against it on this file; and should it try to escape from this square then the Rooks would mate on R 8. The Knight must therefore be supported. By what? Only the K B P can do so. But that Pawn at B 3 would spoil the Rook's chance of going to R 3 to block the K R file against the White Rooks. Besides, the Pawn's move would open for White the diagonal Q R 2—K Kt 8, on which Black's King's Rook and the Q P stand, and the White K B would try to seize it. Now the threat of this Bishop will deprive Black of the possibility of advancing the Q P or with it capturing White's K P, as then the win of the Exchange will follow, with a crushing attack. Black will be obliged to protect the Q P, but that

gives White the opportunity of taking off the defence from the K P and in this way of developing the Q B, which cannot be developed now on account of the weakness of the K P. And the development of this Bishop allows the possibility of doubling the Rooks on the K R file.

So the first part of White's plan unfolds itself before us: the doubling of the Rooks on the K R file, the bringing out of the Q B and the placing of the K B on the weakened diagonal Q R 2—K Kt 8. And all this plan is carried through nearly without threats. With the exception of the first move, White does not threaten at all, but instead he ties down all Black's pieces, parries all his threats, and deprives his forces of the possibility of development.

Let us give a series of moves:

1.	Q—K 3	P—B 3
2.	B—R 4	Kt—K 2
3.	B—Kt 3	P—B 3
4.	Q—Kt 3	P—R 4

This is done, not for attack on the Bishop, which White can easily prevent, but in order to open the seventh rank for the Rook, from which, on the Queen's side, it can protect the King's side. This might be done by the move R—B 1, but then B—K 3 would attack the Q R P, in order to protect which it would be necessary to play P—Q Kt 3, and White could again attack by P—R 4, with threat of P—R 5.

5.	P—R 4	Kt—B 2
6.	B—K 3	P—Kt 3

This is done with the object already mentioned (defence by the Rook on the seventh rank) and also to prevent the Bishop from going to B 5.

7.	R—R 4	K—B 1
8.	Q R—R 1	Kt—Kt 1

The first part of the plan is executed. The position is blocked, and all White's pieces occupy their proper places. At the same time all Black's threats are parried. White has

gained two moves while losing nothing in space. As in the preceding game, White, without any threats, merely hampers the development of the enemy's pieces, but here to his gain in time is added a gain in space.

But Black's position is not yet ruined. What can White do to bring that about? He must certainly profit by the adversary's weaknesses. Those weaknesses are, first of all, the Q P, the position of which is very unstable, as it cannot be successfully protected; but still more the hole which exists in the King's side, *i.e.*, the point Kt 3. At present the Bishop, which protects the King's side well, stands there; but, if there were no Bishop, then not only would the point be at once considerably weakened, but also the White Rooks would be able to attack the K Kt P from R 7. By now nearly all Black's pieces have been brought up for the defence; among White's pieces the Bishop on K 3 does not participate in the attack. In order to bring him into the game it is necessary to get up an attack on K R 6.

So White's plan is to drive away the Black Bishop and to force Black to put a piece on K R 6. This is done with the help of an attack on the Q P, which for the time being cannot be protected. Black, however, threatens to withdraw it from the pressure of the Bishop, first moving his Rook on K 3 from this Bishop's diagonal. White must prevent this and therefore cannot postpone the attack on the Q P any longer. But let us note that even now, after the direct threat of the first move, the following moves have been lacking in direct threats and only convey distant ones. What a difference from positions showing gain in time, where the distant threats are accompanied by direct threats!

9.	Q—B 3	B×Kt
10.	Kt P×B	R—Q 3
11.	Q—R 5	R—R 2
12.	Q—Kt 6	

The game is on the white squares. The absence of Black's Q B makes itself felt.

Now R—R 7 is threatened, attacking the Kt P.

12.	.....	Kt (B 2)—R 3

There is the piece on White's R 6, bringing the Bishop at K 3 into the game! White will not, of course, take the Knight with this Bishop; it is not the doubled Rooks that are important, but the Bishop, which strikes along the diagonal.

13.	R×Kt	P×R
14.	B×P ch	K—K 2
15.	Q—R 7 ch	K—K 1
16.	Q×Kt ch	K—Q 2
17.	Q—R 7 ch	Q—K 2
18.	B—B 8	Q×Q
19.	R×Q ch	K—K 1
20.	R×R	Resigns.

On comparing all the examples that we have seen, it is impossible not to note the great differences existing between games showing advantages in different elements. But from those examples we can also notice the methods by which the advantages are kept and increased. The opening of lines and the use of them; the occupation of important diagonals by the pieces; the formation of weak points in the enemy's game, "holes"; the tying down of his pieces and driving them to unprofitable squares; the combination of distant and immediate, direct and indirect, real and fictitious threats; all this has been fully displayed in these examples.

Subsequent studies will make it clear when and in which positions the different methods must be used. We cannot discuss this any more just now, but must pass to the next chapter, in which we shall speak about inferior positions and about the defensive, passive game.

CHAPTER III

INFERIOR POSITIONS

Introductory

When we speak about inferior positions, we have in view those where there are great or small advantages for the enemy, which enable him to execute his plan, to manifest his will and compel the other side to submit to it. It may happen that the weaker side, while submitting to the stronger, sometimes conducts an energetic attack; that is because it may have some special advantage of its own, which it tries to use. If, however, this special advantage is smaller than the opponent's, the latter must understand how to defend himself and realise his advantage; and then his attack comes the quicker. It is not always possible, in practice, to estimate quite clearly who has the advantage in each case, so that mistakes and unsound play often occur. But as we study the game theoretically we can estimate the position correctly. We shall therefore discuss here only those positions which really are weak. Cases in which the advantage is very small will be discussed in Chapter IV., where we shall deal with equal positions. We shall also omit positions where enormous advantages in all elements are on one side: it is better in such a case to give up the game.

All our attention, on the contrary, must be given to positions which, in spite of their defects, are still defensible. Of course, the making of a plan of defence must depend on a valuation of the position. But, in so doing and seeing our own defects, it is useful to ask ourselves if the enemy's advantage is enough in itself to win or if it has to be increased considerably in order to give winning chances. The answer to this question facili-

tates the continuation of the game ; for, if the advantage is not enough to win, then the object of the game is more simple, *viz.*, not to make one's own position worse. If, on the contrary, the advantage is great and might lead to victory, then much more complicated plans and manœuvres will be necessary to avoid losing. In practice, a player with a disadvantage may win the game and must, as a rule, always try for victory ; but in theory we must only study how to prevent our weaknesses from increasing and how to get rid of them, if possible.

We shall not study cases where bad positions win, because if the win is not accidental and the result of a big mistake by the enemy, it can only come about after the positions have been made equal, *i.e.*, from the moment when they fall within the scope of the chapter on equal positions.

When we say that the weaker side submits to the will of the enemy, we do not mean that all his moves are forced and that he has no choice. On the contrary, in all the positions already mentioned we have seen that, with a defensive game, a choice can be made between the methods of defence. If the will of the weaker side is quite paralysed by the enemy, who enforces his own will, then the position is a lost one, and, until this compulsion is got rid of and a right of choice is attained, there can be no chance in the game. We have already shown that forced moves indicate that the position is a critical one.

So we may say that the object of the defence is, first of all, to destroy the influence of the enemy over its own moves. The methods of attainment depend, of course, on the nature of the position and on the elements in which the enemy has his advantage. If this supremacy is in space and the enemy, without using direct threats, slowly presses the weaker side, ties up the pieces and paralyses the moves, then it is best to make a diversion on the flank opposite that on which the attack is conducted, so as to prevent the enemy from completely paralysing it. If, on the contrary, the superiority is in time and the enemy by direct threats prevents the pieces from developing, then we must protect ourselves, not allowing the hostile attack to develop and continuing our own few

threats. In this way only can we hamper his pieces But nowhere is it so important as during defence to have in view a general long plan and not to be content to protect oneself from move to move, merely parrying individual threats while giving way before the main attack. And as the weaker player is influenced by the stronger, against his own will, so it is most important to understand and make clear to oneself the threats of the other side.

Just now, in superior positions, it was the desire of the stronger side to detect the adversary's threats, so as to parry them in season and carry out the realisation of its own plan. In inferior positions the weaker side must construct its plan in relation to the adversary's threats. First of all comes the question of defence. If in the last example Black had rightly recognised the value of his Bishop on Kt 3 he would not have allowed it to be forced off by an exchange. Black had other hopes of defending the King's side by means of a Rook standing on the second rank on the Queen's side ; but in reality this Rook not only did not take part in the defence but was one of the causes of the final ruin. Being unprotected, it fell at its defensive post and thus gave the enemy the material superiority which decided the game ! But for the creation of the plan of the counter-game it is necessary to grasp the enemy's plan thoroughly, to foresee all his threats and how to repulse them. Then it is possible to evolve a plan of active initiative on one's own part.

We have already pointed out the necessity of seeing whether the enemy's advantage is enough to win the game or not. Then we must make clear at what point this advantage will lead to a win—in the middle or the end-game—and on that depends the choice of the kind of game to play. But we must understand what kind of ending can be defended successfully. On that depends the question to which weakness in our own position we should pay attention.

It often happens that the loss of a Pawn or of the Exchange is unavoidable. We must therefore decide on the nature of the end-game in either case, in order to choose what material to surrender and when and where.

In a word, the game with the inferior position, when moving against one's will, somewhat resembles in character the game with the superior position, and the examples already given of positions where one side has advantages and the other disadvantages would suffice. A few others, however, are appended to illustrate the correct conduct of the defence. If the object of the player with the advantage is to realise and increase it and to parry hostile threats, the object of the weaker side is not to allow the enemy to realise his plan, to forestall his threats and destroy, if possible, his hampering power, while striving to overcome personal weaknesses.

So we have before us the following questions: How, when the adversary has advantages in various elements, can we prevent the development of our own weaknesses until defeat is inevitable and how can we overcome these weaknesses? Further, how can we protect ourselves against the adversary's plans and threats and bring them to nought? Finally, what plan can we evolve to take the initiative or play for the end-game and when, on the contrary, must we keep the position as it is, letting the adversary choose the way to victory, *i.e.*, show that he can win?

Thus we have the following cases:—

(1). Passive defence, not of course quite deprived of personal initiative which can be brought into play when the position is very bad;

(2). Counter-attack, which is frequently seen, especially when there is an inferiority in force; and finally

(3). A manœuvring game, which takes place when the differences of positions are slight and will therefore be studied under the head of equal positions.

All these possibilities will be considered in the order of the various elements. We shall not analyse each case in each element, but shall choose typical examples of each.

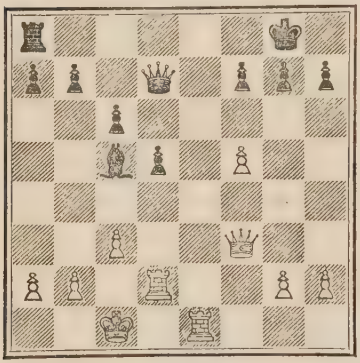
Let us repeat here what we have already said more than once. There are but few such cases standing out quite clearly, and the typical features are not always clearly shown. We must therefore neglect individual details and think of the complicated cases as complications of clear cases. We cannot

study all the cases. We must leave the majority of them for future study and limit ourselves to typical ones.

Inferiority in Force

If one player has fewer forces than the other, he must decide between a passive defence and an active policy. Of course when a piece or a Pawn has been sacrificed voluntarily for the sake of an attack, the question is settled of itself. The question remains open only in cases when pieces are lost involuntarily. It is then necessary to be careful not to lose the game and to choose the methods which will most of all hamper the enemy. We have already spoken of the necessity of seeing clearly where the enemy's advantage will manifest itself, in the middle or the end-game, and of conducting the game accordingly. Most difficult are the cases when the advantage is mainly in the middle game and will not decrease in the end-game. Then such a plan must be found as will check the merging of the middle into the end-game and will considerably paralyse the advantage in the middle game.

Diagram LXV.



Black: J. R. Capablanca.
White: J. Mieses.

Let us take, for instance, the position in Diagram LXV., in which Black has lost the Exchange for a Pawn. As regards space, the positions are nearly alike, though Black's centre Pawn gives him a small advantage; while White has two extra moves. Thus the difference is only in material, the Rook being stronger than the Bishop and Pawn; and, as it is now, so it will also remain in the end.

What plan can Black formulate? Naturally only one, to try to get a passed Pawn on the Queen's wing, where he has one Pawn more, which, being reinforced by the Bishop,

will counteract the hostile Rook. What threat has White? At the moment, to advance the K B P to B 6 and in general to attack with the Pawns on the King's side the opposing position. Black must prevent this and by combining defence with the attack shown before must bring the Bishop to the King's side.

Thus :

1.	.....	B—K 2
2.	Q R—K 2	B—B 3
3.	Q—R 5	

Of course this is not good, as the Queen is shut off and out of the game. It would be better to continue the attack by P—K Kt 4, Q—Kt 3, P—K R 4, P—Kt 5, and so on.

3.	.....	P—K R 3
4.	P—K Kt 4	K—R 2

Preventing P—K R 4, which would be met by P—K Kt 3, winning the Queen. By this Black entirely protects his King's side and is able with all his forces to begin the movement on the Queen's side ; and, as the White Queen is out of the game, he has chances of attack. It would be unwise for Black to keep up the passive game. White would retire the Queen and would renew the attack or, on the other hand, might try to bring the game to an ending. This means that if, four moves earlier, Black's idea consisted only in the establishment of a passed Pawn protected by the Bishop, now White's mistake allows, indeed obliges, Black to play energetically for the attack :

5.	K—Kt 1	R—Q 1
6.	R—Q 1	P—B 4
7.	Q—R 3	Q—R 5

Bringing the Queen into the game and freeing his Pawns for a further advance. Meanwhile the Queen attacks the Rook and the K Kt P, by which means the White Queen is kept out of play.

8.	R (K 2)—Q 2	Q—K 5 ch
9.	K—R 1	P—Q Kt 4

Here is the important moment. Black could attain his first objective—the passed Pawn—with 9...P—Q 5, but by

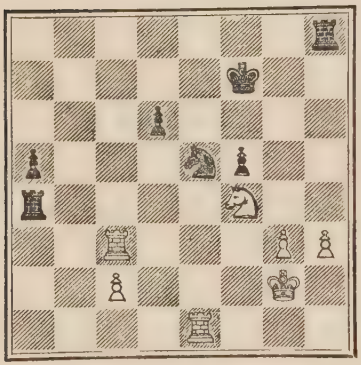
that he would block the Bishop, and the Pawn could easily be held up by the enemy's Rooks. In the first part of the game that would be enough, but now Black ought to play for more—not for a win, but simply to utilise all the possibilities of the position. The text-move, threatening P—Kt 5, also gives Black a passed Pawn, but it does not block the Bishop and therefore to this Pawn it adds the possibility of direct attack.

10. Q—Kt 2 Q—R 5

Of course Black does not now exchange Queens, as that would end all his attacks.

11. K—Kt 1 P—Kt 5

Diagram LXVI.



Black: Dr. E. Lasker.
White: C. Schlechter.

We can now leave this position. It is clear that Black, being the Exchange down, knew how to change from a passive to an active game and even to make a stronger attack, which he begins and continues by sacrifices. This example may be looked on as an instance of the weaker side getting possession of the initiative and making an attack while having inferior forces.

But there is another consideration which ought to be kept in view when one is left with inferior forces towards the end of the game: that is, which piece to give up and what kind of ending to select, if, of course, one has the possibility of choice.

Here more knowledge and understanding of the end-game is necessary. We must, however, see the way in which the weaker side can attain to a better ending for its own purposes.

Let us look at Diagram LXVI.

Here the number of pieces is still the same, but White's position is such that Black is forced to lose a Pawn or the

Exchange. This is obvious, so that we may accept the position as one where Black is weaker in force.

The game continued :

1. R— B 7 ch K—B 3

It is clear that Black cannot go to the first rank on account of 2 R—B 8 ch or Kt—Kt 6 ch, etc.

2. Kt—Q 5 ch K—Kt 4

If K—K 3, then 3 P—B 4 (threatening mate), R—K 1 ; 4 R—K R 7, winning.

3. P—R 4 ch K—R 3
4. Kt—K 7

Here comes the possibility and the moment of choice for Black. He has three isolated Pawns, one of which is now attacked, another (Q 3) will be attacked next move. He cannot protect both ; he has to decide which to give up and when, so as to hamper the enemy most.

Without devoting attention to the end-game, we have picked out an example which is easily understood and which is therefore most convincing. It is obvious that Black cannot give up the B P. Its surrender involves the loss of the game, as in that case White gets two united passed Pawns. This means that the B P must be protected in any case and be kept at the expense of all other Pawns.

4. ..... R—K B 1
5. R—Q 1

Another Pawn is now attacked, which cannot well be protected. Black plays in this way to get to an ending where the loss of the Pawn will be less felt *i.e.*, a Rook and Pawn ending, without Knights.

5. ..... R—B 2
6. R×P ch K—R 2
7. R—K 6 Kt—Kt 3
8. R×Kt R×Kt
9. R (Kt 6)—Q B 6 R×R
10. R×R ch K—Kt 3
11. R—B 6 ch K—B 2

This is the end-game which Black tried to obtain. But what must we say when he freely gives away a second Pawn for the sake of an ending yielding a draw ?

12.	K—B 3	R—K 5
13.	R—B 5	K—B 3
14.	R×R P	

And this ending forced the draw ! Black has succeeded through his grasp of the essential point of the position, that the K B P must be preserved.

The two examples quoted show us how material inferiority may be nullified by reducing the game to an ending, by way of defence and of attack.

Inferiority in Time

Such a case may also occur when there is an inferiority in time, and then too, it is possible that the disadvantage may turn to loss in material, and the kind of end-game to be attained must be calculated beforehand. It has truly been said that one must not hurry to convert positional advantage into material advantage. In spite of its tangible character, the latter advantage is often less important than superiority in position. Take Diagram LXVII.

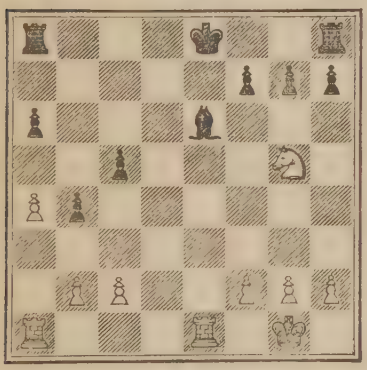
The number of moves and pieces is equal on both sides and we might look on Black as having an advantage in space on the Queen's wing. We know, however, that in reality the latter is not the case. Black has developed but one piece, and that only one move ; and, from the point of view of defence, Black has neglected to castle. White has developed two pieces for attack, and his attack is against an insufficiently protected Black piece, whereby White threatens to win a Pawn and in some eventualities even the Bishop. Owing to Black's delay in development, his Queen's side Pawns are not only not a source of strength, but are a weakness, since they are open to immediate attack by the hostile Rooks.

So Black must decide how to protect his Pawns, and if he gives one up, which one, and when, and with a view to what kind of ending.

Supposing that Black cannot save all the Pawns, the question at once arises which Pawn to surrender.

Let us say that he decides to give up the Q B P. How can he then protect the Q R and Q Kt Ps? It is clear that they too will fall, and so it is impossible to give up this Pawn. Next we might try to give up the K B P and castle at once; but then the Bishop and neighbouring Pawn will be captured on K 3, and Black will with difficulty protect his Queen's side Pawns. At any rate he will have not only one Pawn less on the King's side but also weak Pawns on the Queen's. This shows that care must be taken of the latter, either by reinforcing them or, if their advanced position permits, by using them for attack.

Diagram LXVII.



Black: Dr. S. Tarrasch.
White: G. Maróczy.

Thus the plan is gradually marked out: to protect the attacked Bishop and to use the time which White will lose in attacking it to better the position on the Queen's side, and, when that object is attained, to sacrifice the least valuable Pawn.

And so:

1. ..... K—K 2
2. R—K 5

Attacking the B P and threatening to double Rooks. 2 P—K B 4 would not be immediately dangerous, as after P—Kt 3; 3 P—Kt 4 White does not threaten 4 P—B 5, for then P×P; 5 P×P, R—K Kt 1, attacking the unprotected Knight, which stands on a file with the White King.

2.	.....	Q R—Q B 1
3.	Q R—K 1	R—B 3
4.	P—K B 4	P—Kt 3
5.	P—Kt 4	

The decisive moment has arrived. White threatens to win either the Bishop or a Pawn. He threatens both P—B 5 and also Kt—K 4, with a double attack on the Q B P. If Black should protect the latter with the second Rook, K R—Q B 1, both his Rooks will be tied up, and the Pawn will be attacked as before.

So Black plays :

5.	.....	P—B 5

removing the Pawn from the Rook's attack, and threatening a further advance of both the Pawns.

6.	P—R 4	

Preparing for P—B 5.

6.	.....	P—R 3
7.	Kt×B	R×Kt
8.	R×R ch	P×R
9.	P—B 5	P×P
10.	P×P	K—B 3
11.	R×P ch	K×P
12.	R×Q R P	

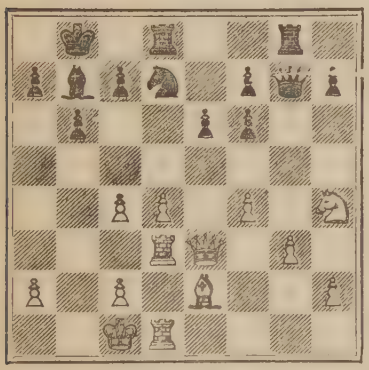
White has won a Pawn, but only on the Rook's file. Black's King has come into the game and threatens to attack White's K R P, as well as the Pawns on the Queen's side, where Black has two splendid Pawns, beautifully protected when the Rook goes to the fifth rank with an attack on the K R P, and the White King is far off. (Therefore it would have been better to have played 6 K—B 2 instead of 6 P—R 4). Such a result is the best which is possible in Black's difficult position, and, though White has not lost his winning chances, yet he has a more difficult win. Black now plays R—Q 1, with the threat R—Q 7 and a good free game.

Let us now take a position where there is no question of bringing about an end-game and there is not yet a loss in material. Here, for example, is such a position (Diagram LXVIII.).

White has advantages both in space and in time. The latter has a decisive significance here, as the Black Queen and Rook are quite out of the game, and White meanwhile threatens a strong attack on the Queen's side. How can Black prepare for the attack, how repulse it and not let the weakness of his position be increased? He must play a defensive game, as he has no chance of counter-attack owing to the unsatisfactory position of his pieces.

Where can he find a game? Only in the centre. But at present that is quite impossible and would threaten nothing. He must first of all bring back pieces which have been taken out of the game, and, while so doing, he must not weaken his position.

Diagram LXVIII.



Black: E. Znosko-Borovsky.
White: J. R. Capablanca.

For White, as usual, as he has the advantage in time, each move must be made with a threat.

1. B—B 3

Annihilating the enemy's protective Bishop, his best defending piece, the absence of which will leave fatal holes at R 3 and B 3. Black cannot prevent this, however, and tries only not to lose time.

1.	.....	K R—K 1
2.	B×B	K×B
3.	P—Q B 5	P—B 3

P—B 6 ch was threatened.

4.	Kt—B 3	Q—B 1

Black has now placed his pieces better, both the Rooks occupying splendid positions and even the Queen taking part in the game by attacking the Pawn on B 5. He is nearly equal in time with White, who has not the advantage in space and energetically forces the game on the Queen's wing. Black has a very weak point at Q 3, and weaknesses in the Q B P

and the Q R file. It is clear that White's attack will be directed here.

5. Kt—Q 2 P×P

The Knight tries to move to Q 6; it is necessary to prevent him.

6. Kt—B 4 Kt—Kt 3

With the same object. We see how Black protects his weakest point.

7. Kt—R 5 ch K—R 1

8. P×P

If 8 Kt×P, then Kt—Q 4 and P—B 5. In general we are now considering defence and therefore do not speak of the various possibilities for White.

8. ..... Kt—Q 4

9. Q—Q 4 R—B 1

Black has now protected his position and drawn level in the number of moves, and only in space is White a little ahead, having a Knight, two Pawns and the Queen on the fourth and fifth ranks, while Black has only one Knight in the centre of the board. But this Knight is very well placed and Black has already a small chance. There is the possibility of advancing the K P, attacking first the Queen, than the Rook, with a menace even against the second Rook. Meanwhile, White's attack has no direct objects. It is perhaps better for him to parry Black's threat and renew the attempt to put the Knight on Q 6, by playing again Kt—B 4; but now this menace is not so dangerous, and Black moves R—Kt 1, occupying the only open file. This moment is decisive. As we have noted before, those moments are decisive when the attacking side converts its advantage from one element into another, or when the defending side surrenders material in order to get rid of positional pressure. We have here another case when the defending side passes from passive defence to activity. White attacks the Knight (Diagram LXIX.).

10. P—B 4

But this Knight is the base of all Black's defence; if he moves from here (to Kt 5) the defence is ruined. The time may come at last when the idea of counter-attack seems to

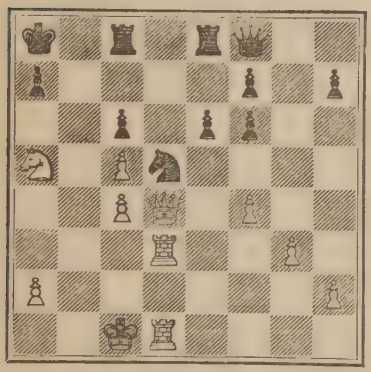
offer less chances than passive defence; but, as the former has been prepared for a long time, the rejection of it involves a paralysis of the will and the loss of initiative.

So it is now. If Black does not begin to attack, he will allow full liberty of attack to White, and therefore

10.	.....	P—K 4
11.	Q—Kt 1	P—K 5

If the Rook moves away, Black can reply P—K 6, threatening not only P—K 7, but, better still, Q×P. Thus we see that White has the option of sacrificing the Exchange, not merely for the sake of attack but also to parry the hostile counter-attack.

Diagram LXIX.



Black: E. Znosko-Borovsky.
White: J. R. Capablanca.

12.	P×Kt	P×R
13.	P—Q 6	R—K 7

It is now clear that Black is not defending himself but attacking. It is true that he is menaced by a move of the strong White Q P; but, for all that, his own threat is also powerful, and he has the Exchange to the good.

We can now leave the position, as it is no longer interesting for our purpose. We have seen that all Black's defence was based on passive resistance. He first levelled up the advantage in time, which changed to that of space in favour of the enemy; and then came the beginning of his activity, at the moment when the enemy tried to shatter the whole system of defence. But we must note that for the success of such a transition we must make a complete defence of our own weak points (note the position of the King, the Rook protecting the Pawn, the other Rook, with the Queen, ready to protect the whole seventh row) and also pay heed to the weak points of the enemy or such position of his pieces as will allow unceasing threats during the development of the counter-attack.

If the latter state of affairs does not exist, the force of the counter-attack is negligible, since the enemy will deliver his attack only one or two moves later. In this last example Black's threats were so strong and ceaseless that they obliged White not only to give up the Exchange but also to change the whole direction of the attack.

We now come to the last part of the present chapter—to positions where one side has a disadvantage in space.

Inferiority in Space

As we know, lack of space means for the pieces the limitation of their movements, the absence of co-ordination, the inability to occupy good squares, and finally the absence of initiative and threats, which allows the adversary to develop his game quietly, to put his pieces on the best squares, and more and more to restrict the opposing game.

For the defence in this case, where there is no way of beginning to be active, it is necessary to understand first of all what is the chief weakness of one's own position and then what is the chief threat on the other side. A clear understanding about these two points will show how to forestall this threat and how to nullify one's own weakness. Both objects must be combined in order not to have to contend with unimportant obstacles. This means that we must settle the question how to remedy our own weakness or how to prevent it from increasing.

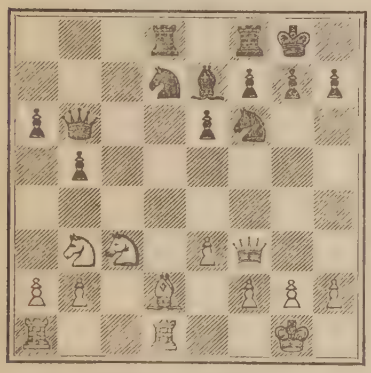
Let us take the accompanying position (Diagram LXX.).

This position is especially interesting for us, as it is taken from the beginning of the game, when only few of the possibilities are marked out and when there can be no question about the ending. There will, however, be no difficulty in finding that the chief disadvantage in White's position, making it inferior to Black's, is the situation of the Bishop on Q 2, where it has no good developing move, and at the same time blocks the Rook. The Bishop cannot go to B 3, and there is no possibility of opening the diagonal Q B 1—K R 6, for

after P—K 4 Black can answer decisively Kt—K 4. So only the third alternative remains, B—K 1, to be followed by an advance of the B P, in order to develop the Bishop at B 2 or Kt 3. But for that advance the Queen must be moved away, and she must move in such a way that she will protect the Q Kt P, which can be attacked by a Black Knight in two moves, Kt—K 4—B 5. But, further, how can the B P be advanced, leaving the K P to fall? So complicated is the move of this Bishop!

The White Knight at Kt 3 is also badly placed; but of course this weakness is quite unimportant compared with the other. What is the main Black threat? We have already mentioned it: the move of the Knight Kt—K 4—B 5, simultaneously attacking the Pawns at Q Kt 2 and K 3 and the Bishop on Q 2 and, on the way, the Queen.

Diagram LXX.



Black: O. Duras.
White: Dr. S. Tarrasch.

In order to protect himself from this, White must invent a combined defence and first of all must gain time. As Black threatens to attack the unprotected Q Kt P, White must remove the Knight from B 3, so as to protect the Pawn by B—B 3. Then if Black should move Kt—K 4 White answers Q—Kt 3, and on Kt—B 5, B—B 3, threatening the King's side (and also B—R 5). This means that Black ought not to allow B—B 3, *i.e.*, he ought to play P—Kt 5. So White gains a move, which was necessary for him. Black does not threaten anything with his move, and White can protect the K P and begin to develop the Bishop *via* K 1:

1. Kt—K 2 P—Kt 5
2. Kt (K 2)—Q 4 Kt—K 4
3. Q—K 2

Not only protecting the Q Kt P but also keeping the Knight

from B 5 now that the Black Q Kt P has moved. Black is obliged to bring up new pieces in order to make it possible for the Knight to go to B 5, which is his chief threat.

3.	.....	Kt—K 5
4.	B—K 1	R—B 1
5.	Q R—B 1	Kt—Q 3
6.	Kt—Q 2	

We see what a severe struggle White has to make in order not to let a hostile Knight in at Q B 5.

7.	.....	B—B 3

Going on to the long diagonal and attacking the Q Kt P.

8.	P—B 3	

So at last this move is possible, which opens a new diagonal for the Bishop. Now the strength of the White position is in the Knight on Q 4, which cuts the diagonal of the Bishop and cannot be driven away. Therefore

8.	.....	Kt—B 3
9.	Kt×Kt	R×Kt
10.	R×R	Q×R
11.	Kt—Kt 3	

Threatening to move again to Q 4 and attacking the Kt P with the Bishop. Black parries these threats with a move which attacks at the same time the K P :

11.	.....	Q—Kt 3
12.	B—B 2	

Hereby White's chief object is achieved. His Bishop is developed, and the positions are becoming equal. Black could not realise his main threat. The game now comes to an equal ending :

12.	.....	Q—Kt 4
13.	Q×Q	Kt×Q
14.	R—Q 2	

It is impossible to give a better example of paralysis of the enemy's threat and of nullification of one's own weakness. And it is also characteristic that equality is attained by way of the passive game, without any trace of activity or attack. It is true that on the enemy's side also there is no attack in this example. Let us look therefore at a position where lack

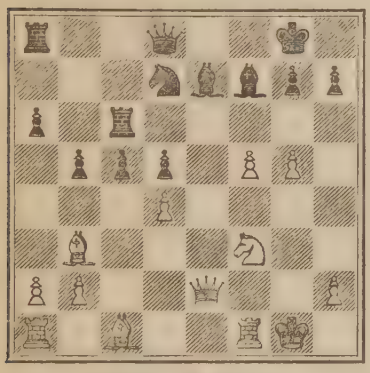
of space is combined with defence against an already considerable hostile attack.

Such is the following position (Diagram LXXI.).

The superiority is here considerably on the side of the White, though Black has gained one move. But White's attack on the King's side is very menacing, and, what is more important, Black's pieces are quite paralysed and neither of the Bishops nor the Knight has good squares, while the Rook on B 3 is very unsatisfactorily placed.

At the moment Black has a choice of taking the Q P or of advancing P—B 5. The latter will close the diagonal for the hostile Bishop, which is very important, as from the point Q 5, which the Bishop is threatening, he attacks not only the King but also both the Rooks. However, in reply to this move the White Bishop goes on another no less important diagonal, and Black gets no compensating advantage, since the forces on his Queen's wing are immobile for a long time. By P×P, on the other hand, Black either wins the Pawn or obtains the initiative with the move B—B 4, if White recaptures with the Knight. White's natural course is to give up the Pawn, when Black will have a Pawn to the good and will also have more freedom for his pieces and be able to defend them, whereas at present they are the object of attack by White. It is also a natural course for White to combine the attacks on the King's side and the Q P; and, again, to retire his King from a square where he can be attacked by the hostile Bishop. And so:

Diagram LXXI.



Black: M. Euwe.
White: E. Znosko-Borovsky.

1.	.....	P×P
2.	Q—Kt 2	P—Q 6
3.	K—R 1	

This is an important moment for Black. He has to protect himself against numerous White threats, of which, as we know, the principal one must be particularly distinguished in order to meet it.

What then does White threaten? To advance P—Kt 6 and to attack the Pawn on Q 5. He cannot do the former while the pieces stand as at present, because the point Kt 6 is protected by the Rook and the Bishop. For the latter threat White must move the Knight, which protects the Pawn on Kt 5. But White can put this on Q 4 with a threat to the Rook, and then the Pawn is lost, for if Black protects it by R—Q 3 White replies B—K B 4 and wins the Pawn just the same. If, to save the Pawn, Black plays the Knight, then White has a winning move in Kt—K 5. Black can protect the Pawn by giving up the Rook, R—B 5; but it is unwise to win a Pawn, in order to give up the Exchange to keep it. And, besides, White can at once play P—Kt 6, not for the time being taking the Rook, which remains pinned by the threat of the Bishop, but continuing his attack unhindered.

No, the Black Rook must remain on the third rank, for we know that the Pawn-attack on the castled King can only be crowned with success when the opposing Pawn-barrier on the third rank can be broken.

This means that Black must protect himself against the move Kt—Q 4. If he effects this by Q—Kt 3 he takes away the defence from his Pawn on Q 4 and allows White by Kt—R 4 to attack it at once, not only reserving the threat P—Kt 6, but also obtaining a new threat P—B 6. Black must therefore protect himself by B—B 4. But what will Black then threaten? The threat against White's Kt 5 will be removed, and he will be able to advance the Kt P, in order to place the Knight on Kt 5 and threaten not only Black Q B but also an attack on the K R P by Queen and Knight. The need of defending the Pawn on Q 4 will compel Black to put his Knight not on B 1 but on B 3, and that will allow White to keep his Pawn on Kt 6 and therefore menace continually the points R 7 and B 7, or, if Black's Kt P should leave the file, to push

his own Kt P further forward. This is White's chief threat: to decide the game on the seventh rank, if he can manage to break down the resistance on the sixth. Can Black defend himself against it? Yes, the Q R can move to R 2, protecting the whole seventh row. Thus one Rook will protect the sixth row, the other the seventh and the Queen the eighth. But to realise this plan of defence all the pieces on the seventh row must move away from it. So Black's whole plan is quite clear, as well as the method of carrying it out, and the further moves will be intelligible:

3.	.....	B—B 4
4.	P—Kt 6	P×P
5.	Kt—Kt 5	Kt—B 3
6.	Kt×B	K×Kt
7.	P×P ch	K—Kt 1
8.	R×Kt	R×R
9.	B×P ch	K—B 1
10.	B—Kt 5	

As we are studying now the system of the defence and not of the attack, we do not enquire whether White always played the best move. He had the possibility here of coming out with an extra piece, playing B×R; but then Black, answering R—B 7, would get a strong passed Pawn after 11 B—Kt 5, R×Q; 12 B×Q, R×Q Kt P; still this would give White the victory. But in what does his actual combination consist? Black's Q R must move, then follows 11 B×R, P×R (not Q×R, on account of R—K B 1, winning the Queen); 12 P—Kt 7 ch, K—K 2; 13 P—Kt 8=Q. Here is the combination planned by White ten moves before! But we must remember what has been said already: that Black must have a defence on the seventh row and then White's whole combination will fail, as it is necessary to advance the Pawn to Kt 7!

We thus see that Black made a barrier against White on the sixth row; this was broken, but another barrier was built on the seventh row, which he did not succeed in breaking. This is a beautiful example of the action of the Rook along the rank, showing the wonderful defending power of this

piece. In one of the examples already given, the same methods were used by Black for the defence, but they were fatal, as they did not parry the chief threat of the enemy; in this case they really protect Black, who managed to see the enemy's chief threat in time and to prepare the defence against it.

10. ..... R—R 2

Now White has only to win back the lost Exchange and then everything will be equal, with Bishops of opposite colours; but the King is exposed and the Black Pawn at Q 6 is very strong.

11. B×R P×B

In this way the defence has proved brilliant.

We have exhausted the topic of bad positions and have seen various cases of passive and active defence coming into the end-game, the beginning of the attack, etc. If we add to them the examples given elsewhere, in the chapters on the construction of the plan and superior positions, we shall have quite enough to guide us correctly in various cases where our game is inferior. Let us make a short *resumé*.

Having an inferior position, we must first grasp thoroughly in what its defects consist, how great they are and also where they will prove decisive, in the middle or the end-game. We must also quite recognise what are the enemy's chief threats and what his plan is. In counteracting that we must try not to increase our own weaknesses and if possible get rid of them little by little. During passive defence the chance must not be lost of turning it to active defence, sometimes even risking the giving up of material in order to get greater freedom. During the defence we must remember that in any other kind of game time and space are as valuable as material.

CHAPTER IV

EQUAL POSITIONS

We now come to the last part of our study, to the most difficult section : equal positions. These positions are not only difficult, but also very important, as nearly every game passes through them, provided that the opening was played correctly, and the most lively games often arise out of them after various complications suddenly leading to equality.

Their difficulty is that they have no clear and direct objective, their peculiarities being often deeply hidden, and every unsound move and small mistake becomes the source of immense trouble and occasionally of absolute loss. It is easy to play when one has an advantage. It is even a simple matter to protect oneself when one clearly realises one's own weaknesses and defects. But how must one play when one has neither advantage nor disadvantage ?

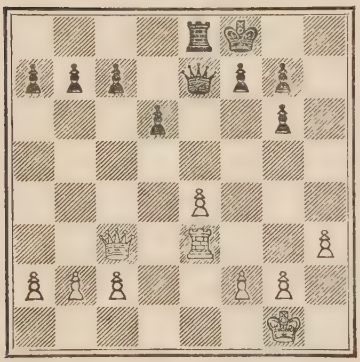
The really hard thing here is the conception of a plan ; on what to base it if the positions are quite level ; how to build it up and by what to be guided in improving it. Not infrequently equal positions have no distinctive character either for Black or for White. This is especially so in the opening of the game, in such *débuts* as the Four Knights, Giuoco Piano, French Defence (the exchange variation). Here the positions are exactly alike and each opponent has to compose a plan, having no definite objective for it.

Of course we know that there are hardly ever positions absolutely alike ; but the difference may be so small that nothing can be based on it. We are already aware that it is impossible for the players to repeat each other's moves indefinitely ; but which one will first have to avoid repetition and for what reason ? In a word, we see that equal positions

may, for all their equality, have a special meaning for each side, and this fact will decide the game ; or else equality is combined with absence of all character in the position, and then the object is a very subtle game, exhibiting the art of plan-composition at its highest. The position-game, so fashionable at the end of the nineteenth and the beginning of the twentieth century, was really the game of equal positions, where neither opponent had the chance to get any advantage or even to impart much character to his play, and the result was a great number of drawn games.

While studying such kinds of positions, we must bear well in mind all the foregoing examples, in order to know both what to try to attain and how to use the differences which may be met in equal positions in the various elements ; for equality may result from an advantage in one element being balanced by a disadvantage in another. The game in such positions may generally be called the game of manœuvres, comprising the opening period of the game and the intermediate stage between attack and defence.

Diagram LXXII.



Black : Dr. E. Lasker.
White : C. Schlechter.

We shall begin with the simpler positions, which can be more easily understood, owing to there being fewer pieces.

To commence, we take Diagram LXXII., where the position is almost equal. White has the advantage of one move more and a Pawn on the fourth rank, while Black has his centre Pawn on the third. But these differences are quite unimportant ; the most that they can yield is a certain activity for White. But how can White make use of it ? His advantage could be realised only on the King's side, where he has four Pawns against three ; but for that purpose the Black Pawn on the Queen's file must be transferred to the Bishop's file.

This means that White must play the Queen's side Pawns, advancing the Q B P to B 5 and supporting it by the Q Kt P.

We see that these Pawns must be advanced very far, which is extremely risky in itself and may be a source of danger to White greater than the advantages which he gets. White therefore does not risk it, and in a few moves loses his activity, which makes the positions equal.

1.	Q—Kt 4	P—Q B 3
2.	Q—R 3	P—R 3
3.	Q—Kt 3	R—Q 1
4.	P—Q B 4	

Now this move is made, not with an active but with a protective object. It prevents the enemy from jumping P—Q 4. White supposes that the Black Q P is weak and wants to keep it where it is. But Black now gets the initiative, little by little, and we shall see on what he bases his chances.

4.	.....	R—Q 2
5.	Q—Q 1	Q—K 4
6.	Q—Kt 4	K—K 1
7.	Q—K 2	K—Q 1
8.	Q—Q 2	K—B 2

If White should look for an advantage on the King's side, Black would get one on the Queen's, where he can have one Pawn more. And the King moves here. This is the first sign of activity. The King does not merely protect a weak flank; he makes his strong flank stronger. Meanwhile, he protects the Pawn, which Black was not afraid to weaken, it being impossible to get the initiative in an equal position without sacrificing something. By protecting the Pawn the King frees both the pieces from its defence. One of those, the Queen, is already in the middle of the board, while the hostile Rook is obliged to protect the centre Pawn, and the Queen, who had advanced, is now back in her camp. Adding up, we see that Black has now gained two moves.

What is Black's plan? It is clear that it lies in the establishing of an extra Pawn on the Queen's side. But, if Black begins simply to move his Pawns and to exchange them, he can at most get merely one isolated Pawn, which might not

only yield him no advantage at all, the enemy having an extra Pawn on the King's side, but also the isolated Pawn might become very weak. So Black's object is much more complicated; he must move so as to weaken the hostile Pawns, and, if possible, to paralyse those of the King's side. After accomplishing this, the Pawn on the other wing can be played. But the same remark applies to both players: it is necessary for the pieces to be free. The Queen has freedom, but not the Rook. For the latter, open files are necessary. There is such a file in the centre and another on the King's side. But there is none on the Queen's side, which is the more important. This means that, first of all, it is necessary to make one.

9.	P—Q R 3	R—K 2
10.	P—Q Kt 4	P—Q Kt 4
11.	P×P	R P×P

The object is attained. A file is open here, and it is a very important file, as White's backward Pawn stands on it. Now the Rook must occupy such a position as to be able at any moment to seize one of the open files. Black has a certain, though not a great, advantage, and in order to keep the initiative he must not on any account allow the enemy to relieve his cramped position.

12.	P—Kt 3	P—Kt 4
13.	K—Kt 2	R—K 1
14.	Q—Q 1	

Threatening P—Q R 4 and also Q—R 5. We see how carefully one must play in such positions, how every advantage obtained and each gain in activity conceal dangers. After moving the Queen's side Pawns Black not only gets an advantage here, but also gives the enemy the chance to attack: moving the King's side Pawn, in order to paralyse the hostile Pawns, he opened up unprotected places, to which the hostile pieces can go. When there are many pieces it is easy to protect oneself from many threats; when there are but few pieces one must be very skilful in manœuvring. And perhaps

nowhere else can victory be attained chiefly by persistence so readily as in these positions.

14. ..... P—B 3
15. Q—Kt 3

Here is a curious situation. White executes none of his threats. It is true that if he plays Q—R 5, Black will answer Q—K 3 and White will get nothing. But suppose he were to play P—Q R 4? He was probably afraid to get a backward isolated Pawn on Q Kt 4. This means that he threatens nothing. And so against the initiative of Black he employs only passive defence. Thus, of course, he yields all the advantage to the enemy.

We must, however, acknowledge that passive defence in such positions is sometimes very good. The enemy's advantage is so small that in order to obtain anything it must be pressed. A defence of this kind must be kept up very persistently and attentively, as the enemy may increase his advantage very considerably and unobtrusively by each move. This is only good when there are very few pieces and the advantage is very small. But then arises the question: Why choose such a passive game?

15. ..... Q—K 3
16. Q—Q 1

After renouncing the initiative White refuses to exchange the most active pieces, thereby avoiding an end-game with Rooks, the most drawish pieces in the ending. White is inconsistent and clearly acknowledges his adversary's advantage.

16. ..... R—K R 1
17. P—Kt 4

White's King's side Pawns are paralysed. Black's second objective is attained. He can now pass on to the third and most decisive objective: the obtaining of the advantage on the Queen's side, for which purpose he must first prevent the move P—Q R 4.

17. ..... Q—B 5

Here is revealed the inconsistency of White's game. Now when his pieces are being used for defence, when Black's

Pawns, on the contrary, occupy the better positions and his Queen attacks the Queen's side Pawns, White begins the attack on this flank. Whilst three moves before he did not risk moving the Q R P he now combines this move with a sacrifice of a Pawn. Was he obliged to do so? Not at all.

All his pieces were protected, and having already renounced the initiative, he could wait for Black to strive for advantage. Besides, he had a good chance to threaten something; for instance, 18 Q—K B 3 threatened at once R—Q B 3, followed by P—K 5 with an attack on the Q B P. This manœuvre would have put the Black Queen on the defensive, obliging her to return to her own camp.

18.	P—Q R 4	Q×Kt P
19.	P×P	Q×Kt P
20.	R—Kt 3	Q—R 3
21.	Q—Q 4	R—K 1
22.	K—Kt 1	R—K 4

and so on. Black's advantage now equals one Pawn, and White's attack is of course not strong enough to compensate for this loss. And it is curious that this attack is on the Queen's side, where Black has brought his King, where Black is strongest and has an extra Pawn.

The example shows how dangerous it is to try to get an advantage in such a position. This is a task involving weaknesses which may later on turn against the initiator of the complications.

What can we learn from the present example?

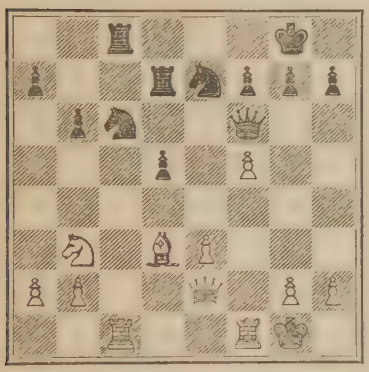
In this kind of game more than anywhere else, we must have an idea of what we are doing, as any hesitation allows the enemy to begin his activity. Further, it is necessary to try to get the initiative and then not to lose it on any account. We can see clearly how to keep it. First of all, one's own strong points must be strengthened even at the expense of other parts of the position, playing, however, very carefully. One must strive to weaken the enemy's position, for this purpose occupying necessary points with one's own pieces and thus giving them greater activity. And a decisive game must be begun only when all the special objectives have been

attained and the enemy's chances of counter-attack are paralysed.

So much may be said in general concerning equal positions which have a definite character of their own. In order to see more clearly in detail how all these demands are met, let us look at another position, where the object in view is not so important and where the play does not extend over the whole board as in the last example. Take Diagram LXXIII.

This position must also be acknowledged to be an equal one, the pieces on both sides being nearly alike. If White has a fairly weak Pawn on K 3 it holds back the hostile Q P, while, if the White Pawn is advanced, Black will be obliged to exchange, otherwise White will get very good Pawns on the King's side. If, however, the positions are equal, that does not imply that they lack character. On the contrary, their character is expressed very clearly. For Black it is expressed in the centre Pawn, which threatens by advancing to become very strong, and in case of exchange a very good file is opened for the Rooks. How about White? He appears to have a game on the King's side, but it is only an appearance, for he has no attacking pieces there, and his three Pawns cannot, of course, break through the resistance of three hostile Pawns if Black only pays attention.

Diagram LXXIII.



Black: E. Znosko-Borovsky.
White: A. Burn.

We might suppose that the advance of the K B P was unnecessary; but by this White forced the exchange of the Black Bishop which was on K 3 and protected the Q P. It is, therefore, natural for White to concentrate play upon this Pawn, and even should he be unable to win it he will attract all the Black pieces to its defence. White can undoubtedly keep this Pawn back; he has only to remove the Bishop (to

Kt 1 or Kt 5) and to put the Rook on Q 1, after which he will threaten as P—K 4 and also Kt—Q 4. He will thus set the battle round the enemy's piece, but, having no chance of winning it, will give away the initiative to the enemy. We must not forget that Black in certain cases can play Kt—K 4, threatening Kt—B 5, where the Knight will be very strongly placed, menacing at the same time the Q Kt and K Ps. Not wanting, therefore, to give over the initiative to the enemy, White begins the game on the King's side, hoping to attack here and so paralyse Black's advantage in the centre.

1. P—Kt 4 Q R—Q 1

Freeing the Knight and strengthening the Q P.

2. K—R 1 R—Q 3

A move which has a great preparatory significance. Black intends to advance his Q P, which is his chief asset. Therefore this move must be made with the maximum of force, parrying all Black's threats beforehand and giving the greatest activity possible to his own pieces. White meanwhile threatens to advance the King's side Pawns, not shrinking from some sacrifice, such as P—Kt 5, Q×Kt P; P—B 6. Besides, he threatens also to move the K R P. In order to meet all these threats, the Black Rook must stand on the third rank, protecting it and threatening to move at any moment to the King's side. Further, by moving to Q 3 the Rook frees both the Knight on B 3 and itself from the possible threat of B—Kt 5. Black's own threat (the centre Pawn) is not strong enough for him to neglect the hostile counter-attack. On the contrary, let there be the slightest carelessness and Black's threat may lose all its meaning. Only if well prepared for may it become serious.

3. R—K Kt 1 Q—Kt 4

White threatened P—Kt 5.

4. Q R—K B 1

White is resolved to post his pieces for attack. In so doing he gives the enemy the opportunity to execute his threat. All the White pieces have left the centre of the board and only the Bishop remains on the Queen's file, which will be

the first object of an attack after an exchange of centre Pawns. When the Bishop moves away, the doubled Rooks attack the seventh rank (the Knights will also be exchanged) and Black will be able to carry out an attack by the Rooks along the rank, not only against the Queen's side Pawns, but especially against the King's side, which is weakened by the advance of the K B and K Kt Ps. And we already know how strong such attacks are.

4. ..... P—Q 5

Let us notice that, thanks to Black's previous move, this advance now threatens to win the K P. White is compelled to decide whether to change Pawns or to advance his K P. We have already seen the result of the first ; but let us pay attention to the effect of the Bishop's bad position on Q 3. After the exchange of Pawns and Knights on Q 4 White's threat P—B 6 will not attain its object on account of this Bishop. Should he move beforehand, for instance to Kt 1, Black could not at once advance his Pawn but would be obliged either to play P—B 3 or to remove the Knight from K 2. From this we see that White, when beginning his attack, did not take necessary precautions against Black's threat, and owing to this the latter became much stronger. As a general rule in equal positions, where threats can only be small ones, they should not be realised till all the enemy's chances are forestalled and all one's own pieces are well placed.

So White chooses another way of playing :

5. P—K 4

What is Black's objective ? To guard against the advance of the centre Pawn. This means that the attacks of the Knight must be directed on the Bishop, to force him to leave Q 3, where he supports the Pawn. And so :

5. ..... Kt—K 4
6. R—Kt 3 Kt (K 2)—B 3
7. Kt—Q 2

Even here White pays no attention to the enemy's threats and continues his attack. He wants to put his Knight on

B 3, to drive away the Queen from Kt 5, and to safeguard the advance of his King's side Pawns. Determination is a good thing generally, and in equal positions even necessary, but in this case it adheres to a wrong idea and is carried through without sufficient security against the enemy's threats. It was necessary to play Kt—B 1, in order to cope with an exchange on Q 3, so as to be able to oppose the second Black Knight with this Knight (Kt—B 1, Kt×B ; Kt×Kt, preventing Kt—K 4). Black would probably answer Kt—Kt 5, and White, after playing R—Q 1, could await the development of Black's threat. But in this way Black would get all the initiative ; White would be checked in his own attack, his Pawns would be weakened on the King's side, and he would have no threats at all. Is this a small result ? The game as it was actually played is interesting as an example of the struggle of counter-plots, the battle of two ideas, the better of which wins : not the determination, not the way of playing, not the tactics, but the strategy.

7.	.....	Kt×B
8.	R×Kt	Kt—K 4
9.	R—KKt 3	P—Q 6
10.	Q—Kt 2	

The Black Pawn has now advanced one move. But it is restrained from further advance by the Knight, *i.e.*, White has realised on the second rank what we recommended should be done on the third. What difference is there in that ? Only this, that the Black Rook now comes into the game without hindrance on the Q B file and threatens to move to B 7 attacking the Knight and the Queen's side Pawn ; while, in the first case the point B 6 was defended by White's Q Kt P and it would be more difficult for Black to bring the Rook into the game and to begin the attack on the rank. But that shows how mistaken White was when he removed his Rook from Q B 1 on the fourth move. Had his Rook remained on this file Black would have been unable to realise his idea without further preparation.

10.	.....	R—Q B 3
11.	Kt—B 3	Kt×Kt
12.	Q×Kt	R—B 8

There are now no obstacles for the Black Pawn. Combining threats of its advance with attacks on the Queen's side Pawns, Black, in a few moves, forces the game.

13.	R (Kt 3)—Kt 1	R×R
14.	R×R	Q—Q 7
15.	R—Q Kt 1	Q—K 7
16.	Q—Kt 2	Q—K 6
17.	R—Q 1	P—Q 7
18.	P—K R 3	Q—K 8 ch
19.	Q—Kt 1	Q—K 7
20.	P—K 5	R—Q 6

If in the former example we saw the absence of logic in White's game and a frequent change of plan, in the present case White lost because he tried too persistently to realise his idea, which was wrong.

It is necessary to remember this well: in equal positions, especially where there are but few pieces, it is important to estimate the value of one's own threats very correctly. It is not enough to understand the character of the position, one must weigh exactly one's own threats and those of the enemy, because when one is pursuing a wrong idea an equal position cannot fail to become inferior. Having no possibility of realising the initiative oneself, it is better to avoid it and simply to prevent the enemy from getting the initiative and to parry his threats. The game will thus be drawn. But if an active game is still desired, it must be prepared for by preventing threats by the enemy and giving oneself an entire freedom of action. In equal positions more than anywhere else it is necessary to prepare one's own combinations and not to begin to carry them out before all the preparatory moves are finished.

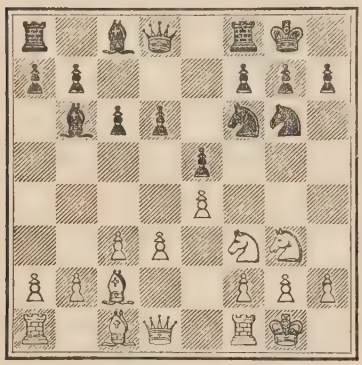
We shall now take positions nearly alike on both sides, *i.e.*, lacking all the character which is received after the end of

the opening. This happens most frequently on the board (Diagram LXXIV.).

The difference in the position of White and Black is, as we see, only that White has a Bishop on B 2 and Black one on Kt 3; otherwise the positions are identical. What does this difference mean to the two opponents, and is it sufficient for constructing the plan of the game?

It seems as if the Black Bishop were placed more aggressively, as he occupies an open diagonal, and if White makes the natural move P—Q 4 he will menace this Pawn; while the White Bishop is blocked by his own two Pawns—which, on the other hand, he protects. When, however, the situation is looked at more attentively this does not appear to be the case. First of all, if White plays P—Q 4, Black cannot answer with the same move, as his K P is not protected enough. So the position of the Bishops gives White the chance to play P—Q 4, whereas Black cannot do so, and this means that the White Bishop can open up his diagonal, when the diagonal of the Black Bishop gets closed. Further, the Black Bishop's diagonal strikes at White's K B P, against which it is not easy to direct an attack, and White can place his Bishop on K 3 against it. The White Bishop's diagonal, on the contrary, strikes at Black's K R P, which relies for its defence on the Knights; which, owing to that, are tied to their places. White can also place his Queen upon this diagonal, but Black cannot. From this it follows that Black must on no account allow White's K P to leave its square, since then this important diagonal will at once be opened. This means that Black can play neither P—Q 4, P—K B 4, nor Kt—Kt B 5, *i.e.*, the moves necessary for an attack. Meanwhile, White can

Diagram LXXIV.



Black: Berlin.
White: Riga.

play not only P—Q 4, but also P—K B 4 and Kt—K B 5. In a word, the position of the Bishops gives White more attacking possibilities than Black.

It is, however, still too early to think about attacks, as neither side has finished its development. What plan of development can the two players pursue?

White's development begins with the move P—Q 4. Then he has a threat, with B—Kt 5 and Kt—R 5, of doubling the Pawns on K B 3. If Black plays P—K R 3, the Bishop will return to K 3 and both Bishops will be directed against the weakened King's side. If Black thinks to realise a similar threat and plays B—Kt 5, White has no need to play P—K R 3. He can move Q—Q 3, freeing the Knight on B 3 and making the position of the Black Bishop at Kt 5 useless. It thus appears that White can permit the doubling on K B 3 but Black cannot, as the position of White's K B allows him, after the doubling of the Black Pawns, to move at once Kt—K B 5, and after the exchange B×Kt, P×B this Pawn will be protected and White begin his attack first. Meanwhile, Black, after doubling the White Pawns, cannot play Kt—K B 5, because after an exchange the K B P will remain defenceless and the Black Knight will be obliged to protect it from R 4, of which White will take advantage in order to be first to recommence the attack. Here we see how, in various ways, the difference in the positions of the Bishops shows itself. A slight difference, but its results are incalculable! There are really no equal positions in chess, and we only need to study the situation of each piece more deeply in order to grasp the differences.

But from what has been said it follows that the initiative must go to White, and if Black tries to seize it he will only make his game worse. This means that he must quietly develop, *e.g.*, with R—K 1, B—K 3, P—K R 3, Q—B 2, Q R—Q 1 and so on, without bringing the game over to the King's side, but trying to maintain the centre and not allow it to be broken.

Instead of this, however, Black wanted to take the initiative; and now we have a striking example of what results

when one side tries to get the initiative in disregard of the nature of the position. While the game is developing we shall see that the character of the two positions will show itself more clearly.

1.	P—Q 4	B—Kt 5
2.	Q—Q 3	Kt—R 4

Black wants to improve the position of his Bishop on Kt 5, but he makes it still worse. He ought to keep what he has already got, letting White decide for himself how long he will let this Bishop, which threatens to take the Knight, remain here.

3.	Kt×Kt	B×Kt
4.	B—Kt 5	Q—B 2
5.	Kt—Q 2	

The Black Bishop is now badly placed ; it does not threaten anything and has no move. In this way both the Black Bishops are out of the game, while the White Bishops stand splendidly. Now Black might see that the initiative is not on his side, and that he is obliged to make a series of defensive moves, first of all in order to bring the Q B back into the game. With that in view he could play Kt—K 2, with the threat of P—B 3 and B—K B 2, after which he could, when circumstances allow, replay the Knight to Kt 3. Instead of this, he strives after the initiative at any cost.

5.	.....	P—K R 3
6.	B—K 3	Q R—K 1

It was now necessary to remove the Queen, in order to bring the second Bishop into the game through Q B 2. But Black, seeing the number of White pieces in the centre, decides that he can take the initiative on the King's side. It is true that he has a gain in time, but it consists of the moves of the Bishop to K R 4 and of the Knight to K Kt 3, which both stand badly. Black tries to use his position for attack. But what sort of an attack can it be when White is better placed and when his King's side is not weakened at all ? Black's mistake in reasoning quickly brings his game to ruin.

7. P—B 3

Already threatening to win the Bishop. It can be saved only by retiring the Knight. But if it is placed on B 5 then, after the exchange, the Pawn is very soon lost ; if on K 2, then all the Black pieces are very congested. And so Black decides to sacrifice the Bishop, though having no justification for it ! It is curious to notice that White here opens the diagonal of the Black K B by his move of P—K B 3, but Black's attack has no result. Is it not clear how much better was the position of the White Bishop on B 2 in the opening stage ?

7.	.....	P—Q 4
8.	P—K Kt 4	K P×P
9.	B P×P	P—Q B 4
10.	Q—B 3	Kt—B 5
11.	B×Kt	Q×B
12.	P×B	B P×P
13.	Q—Q 3	

And Black's attack ends of itself.

If this example is characteristic, in showing the results of the desire to obtain the initiative when there is no justification for it, it also teaches us how to recognise the characteristic qualities of the position by the smallest differences. And we have already said that, in equal positions, the chief difficulty lies not so much in playing the game as in the valuation of the position and the construction of the plan. The present example is an excellent study in this.

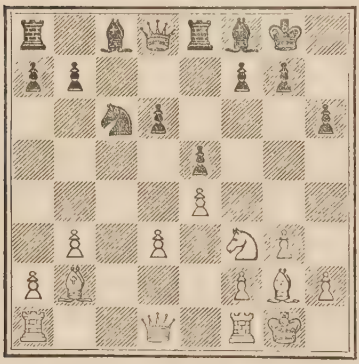
The minimum of difference in the position of the Bishops not only allowed White to play P—Q 4 and denied this to Black ; not only allowed White to realise the threat B—K Kt 5 and made the same threat useless for Black ; not only allowed White to double the Pawns on the K B file, but not Black ; but also it gave the power of aggression to White and not to Black. The desire to change the character of the position and the disregard of it in order to get the initiative at any cost ruined Black's game.

Let us study a last example of the slow game, where neither side can get an attack, and where only minute advantages

gradually give more chance to one side. It is an example of positional play, *i.e.*, a typical study of manœuvres (Diagram LXXV.).

We see that the position is quite equal as regards all three elements. The only difference between White and Black is in the situation of the Bishops. White has them already developed for an aggressive game in the centre, while Black has them still on their original squares and can therefore either protect the centre or attack the wings. As, however, neither Black nor White can at present begin a wing attack, it is clear that the Black Bishops occupy a defensive position, while White has the initiative in the centre. How can this initiative find expression? It is no secret for us. First of all in the advance of the Pawn on Q 3. If the move were with Black he would try to prepare for the possibility of advancing this Pawn, which is now prevented by the White Bishop on K Kt 2. And though the centre Pawns' positions are equal, White can begin his advance while Black cannot, and therefore the Black Q P will always hamper its Bishop on K B 1, which must protect it.

Diagram LXXV.



Black: O. Duras.
White: A. K. Rubinstein.

Naturally, on the advance of the White Pawn to Q 4 Black cannot take it, as, in that case, he would isolate his Q P, against which the whole White attack would be directed. White has to ask himself what to do with his Q P when advanced to Q 4. Should he capture with it on K 5, he would better the position of the Black Pawns and would open the diagonal for Black's K B. Meanwhile the White K B would remain, as before, blocked by the K P. This means that White cannot capture on K 5.

Should he, however, leave the Pawn on Q 4, Black, after attacking the White Knight, would hold this Pawn under threat and would in some cases play P—Q 4. That is to say, White's advance to Q 4 is bound up with a further advance to Q 5 ; and this is White's plan. If he does not intend this further advance to Q 5 he ought to leave the Pawn at Q 3, at any rate for a time.

What kind of game can he have with the new position of the Pawns ? The Black Pawn on Q 6 will be a backward one, but the attack on it can hardly be successful while the Black Bishop is on K B 1. It follows that White advances the Pawn to hamper the moves of the Black pieces on the Queen's wing ; and he appears to have divided the board into two parts, so as to make it difficult for the Black pieces on the King's side to move to the Queen's. White will have to bring the Queen, both the Rooks, the Knight and the Q B to the attack on the Queen's side and move the Pawns so as to open up for themselves profitable lines and squares for the attack on Black's congested position. Then the attack on the Q P and on the one Pawn on the Queen's side which will remain after the probable exchange of the others will yield a definite result.

What can Black do to combat this idea ?

The advance of a centre Pawn as far as the fifth rank is generally dangerous if the enemy can destroy the other centre Pawn which supports it, by the move P—B 4. In the example before us that is hardly possible, as White's K P is protected by the Bishop, and, if it is taken, the latter will make an energetic entrance into the game. This Bishop can be got rid of where it stands by the opponent's move of B—R 6 (a common manœuvre against a Bishop standing on Kt 2, and one which weakens the *fianchetto* position, producing two holes at R 3 and B 3, at present protected by the Bishop) ; but in our example such a course would not be good, because the Black Bishop has a wide range of action, while the White Bishop at K Kt 2 is playing a purely passive part.

Besides, in this case activity on the King's side is impossible, and therefore Black must take care of the pieces which can

be used for the defence of the Queen's. Such is the Bishop at Q B 1. If the exchange of this Bishop is made with the object of advancing P—K B 4, in our example such a procedure carries no menace. Black can attack neither on the King's side nor on the K B file, the latter being occupied by his K B, and White will simply defend the K P by P—K B 3, so that Black's idea of getting rid of the White K P would not be realised. Black must, therefore, look to a counter-attack on the Queen's side and take advantage of White's Pawn advance to Q 5 to place his pieces on points which are now weakened, such as his Q B 4. In order to prevent it, White must begin to move his Pawns on the Queen's side, which will bring them under the attack of the Black Pawns or will open new squares for the Black pieces. This shows that the advance of White's Q P may transfer the initiative to Black.

Black, however, chooses another plan, hoping to get the initiative on the King's side. He soon sees his error and brings back his pieces. This loss of time gives White a minimum advantage, which he increases move by move and brings to victory.

1.	P—Q 4	B—Kt 5
2.	P—Q 5	Kt—K 2

In accordance with what we have said, it was necessary to move this Knight to Kt 1 in order to post it afterwards on R 3 or Q 2, threatening Kt—Kt 5, Kt 3 or B 4. But Black has in view P—B 4.

3.	Q—Q 3	Q—Q 2
4.	Kt—Q 2	B—R 6

We see that as White tranfers his pieces to the Queen's wing Black prepares operations on the King's. Black soon perceives the mistake in his judgment, and without weakening the King's side returns to the defence, which he has already made difficult for himself. This game gives us a fourth variety of equal positions, and we here see how a game grows inferior owing to a false valuation and how the balance cannot afterwards be readjusted when the mistake is recognised.

5. P—R 4

By this move White begins an energetic game on the Queen's side. The first object of this move is to put the Knight on Q B 4, whence Black could previously drive it away by P—Q Kt 4. The second and much deeper object is in the beginning of pressure on the hostile Pawns, with intent, after forcing the exchange of one of them, to open up a file on which White may attack the weakened Pawns. It is instructive to note that neither opponent occupies the Q B file. Its occupation would only lead to an exchange of Rooks.

5.	.....	B×B
6.	K×B	K R—Kt 1

Now Black at last begins to look for chances on the Queen's wing and wants to give the enemy a weak backward Pawn on an open file. But the chances are now far from being equal, as Black is playing without two minor pieces, and White will naturally be able to protect his weakened Pawn and to direct enough forces against the enemy Pawn. Here are the results of the advance of the White Pawn to Q 5. Neither Black's Knight nor his Bishop can go to the Queen's side. But that is also the result of the weak retreat of the Black Knight to K 2, whence he cannot now return to the Queen's side ; and, when he does return there, he will have no profitable squares and will be obliged to play a miserably passive rôle.

It is, however, necessary to note that, owing to the position which has been brought about, Black ought not to assist White in opening the file on the Queen's side but ought to try hard to maintain the existing position, where he has no weaknesses, letting White strive to break down a passive resistance.

7.	Kt—B 4	P—Q Kt 4
8.	P×P	Q×P

Now at last the play is made clear : White assails the Q R P and Black the Q Kt P

9.	R—R 3	Kt—Kt 3

Now this move is quite illogical. The Knight ought to return to the Queen's side. There was an object in putting

it here if Black wanted to transfer it through K B 1 to Q 2. But he did not do that.

10. K R—Q R 1 P—R 3
11. B—B 1

The Bishop, standing at present on the wing and striking at the centre, moves to the centre for an attack on the Queen's wing.

How must White place his pieces in order that his attack may be crowned with success? The Black Q R P can be protected by the Queen and the two Rooks. To make that possible one Rook ought to go to a Black square, R 2 or Kt 3. The Bishop on K 3 can prevent this. It is possible also to take off the defence of Black's Queen, which White can attack with his own Queen when she is defended; but, in order to be able to capture Black's Q R P with the Rook, it is necessary to relieve the latter of the defence of the Q Kt P, namely by defending the Pawn by Kt—Q 2. So, in order to complete his evolution, White must make three moves: B—K 3, Q—B 1, Kt—Q 2.

How much time has Black to spend meanwhile in the protection of his Pawn? His Knight takes two moves to go to Q B 1, where he protects nothing. If he makes his way through K B 1, it will take three moves, and he will be unable to stand anywhere, since, though from Q 2 he can move to B 4, here he will be taken by the Bishop, while he must make another move to go to Q Kt 1, and then one move is needed for the Rook to vacate the square; in all five moves. In the interim the White Knight by going on Q 2 will also protect the K P, and there is therefore no diversion possible by means of P—B 4. From this it follows that the Black Q R P is lost; it means also that the game is lost, as White will be left one extra passed Pawn and the position of his Pawns and pieces is better. To this end leads loss of time when it comes from an unsound plan, based on a wrong estimate of the situation. In ten moves the equal position is lost!

11. ..... R—Kt 2
12. B—K 3 P—B 3
13. P—B 3

Very good! Before the realisation of the threat the enemy's possibilities must be thwarted. If White at once plays Q—B 1, Black will answer P—B 4 and after 14 P—B 3, P×P; 15, P×P, R—K B 2, with a definite attack, making it impossible for White to realise his plan. Now Black cannot play P—B 4, and, if he does so move after the withdrawal of the White Queen to K B 1, then White will have time to play Kt—Q 2, attacking the Queen and once more protecting the K P.

13.	.....	Kt—K 2
14.	Q—K B 1	Kt—B 1
15.	Kt—Q 2	

The desired position is attained, and the Black Pawn is lost.

15.	.....	Q—Kt 5
16.	Q—B 4	

White desires to force the game still more and compel the exchange of Queens beforehand, in order that the enemy's Queen shall not attack on Q B 6, if White at once takes the R P.

16.	.....	Q×Q
17.	Kt×Q	Q R—Kt 1
18.	Kt—Q 2	

Just the same: White's Kt P is protected by the Knight, and the Black R P falls.

18.	.....	R—Q B 2
19.	R×P	R—B 7
20.	R (R 6)—R 2	R×R
21.	R×R	and wins without difficulty.

With this we may finish the study of equal positions.

As we see, the chief mistakes are strategic; an incorrect plan based on a wrong valuation of the position. Whether the player persists with it, whether he changes it, or is generally undecided in the conduct of the game—all tends to make the position worse and to reveal its character, and this gives the opponent an advantage which brings him to victory.

All the methods in equal positions are the same as we already know, and demand only extra care and preparation for an active game and great restraint during a passive

one, with a readiness at any moment to begin the counter-advance.

If in unequal positions one has to deal more often with mating combinations or the playing for the end-game, it is most important for a correct conduct of equal positions to have a right understanding of the position and a correct strategy, with the knowledge how to value not only the present position but also that which will be reached in a certain time.

In this way, in equal positions we return more often to the valuation of the position and to the construction of the plan, with which we think the reader is already sufficiently acquainted.

PART THREE

EXAMPLES

CHAPTER I

Introductory Remarks

We are now acquainted with the theory of the middle game in its general features.

We first of all learnt how to make the valuation of position the basis of every game and the reason of the whole game, and how, with regard to this valuation, to construct the plan and bring it to realisation.

We learnt also not only about the part of the board where the game ought to develop, but also the *tempo* of play ; and, further, which pieces ought to participate in the main attack and which ought to be left for defence.

But, besides all this, we learnt that above all we must clearly grasp on which side the advantage lies and in what it consists, and that our own game must be played with due regard to it ; trying at times to increase our advantage till victory be attained, and at others overcoming our defects by bold moves, seeking to avoid defeat.

Of course we could not give details of all possible examples and could only state very shortly how the object could be attained in each separate position. But we can at any rate rely on the reader now knowing how to value a position himself ; how to make its character clear, noting on which side the advantage lies and in what it consists ; and, finally, having regard to these facts, how to act.

We now give a number of examples which have for their object to present to the student certain cases illustrating all

the before-mentioned positions. We shall not give detailed descriptions of games, nor shall we go into the various plans and threats, trusting that the reader will know how to do this for himself. Some examples will be given without any explanations, only the moves which occurred in the game being presented ; others will be given with a few short remarks.

As regards the order, we shall follow the same as before—equal, superior, and inferior positions—and shall place the examples in groups with reference to the elements of the game. We shall study such groups as manœuvres, attacks, defence, the *tempo* of the game, the forces taking part in it ; making a separate chapter of the most interesting and complicated cases of the counter-battle. We are not now obliged to proceed from the simplest to the most complicated, but may observe the normal order of the game and therefore begin with manœuvres. We may repeat again that attack and defence can be illustrated by the same examples.

CHAPTER II

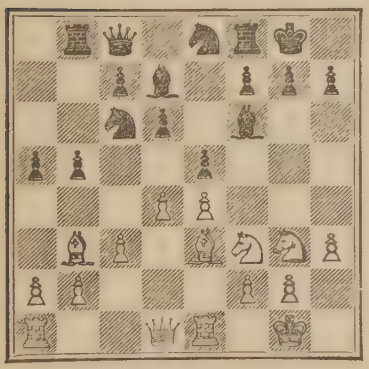
MANŒUVRES

1. Manœuvres on the Whole Board

(Diagram LXXVI.)

1.	P×P	K B×P
2.	Kt×B	Kt×Kt
3.	P—K B 4	Kt—B 5
4.	B—B 1	P—R 5
5.	B—B 2	Q—R 3

Diagram LXXVI.



Black: H. Süchting.
White: C. Schlechter.

Black seems to press White. But the latter will drive away the Knight, and then the unsatisfactory position of the other Black pieces, and the excellent position of the White Bishop and centre Pawns will become clear. Black has now a fictitious gain in time. As soon as it disappears, White's gain in space will be plain.

6.	R—Kt 1	Q—Kt 3 ch
7.	K—R 2	Q—B 4
8.	Q—Q 3	P—Kt 3
9.	P—Kt	P×P
10.	P×P	Kt—Kt 3

The reader knows how to estimate the position and White's advantage in it ; how to state in what that consists ; how to construct the plan and show the direction of the attack, the *tempo* of its realisation, and the change of threats.

11.	B—K 3	Q—B 3
12.	B—Q 4	Kt—Kt 2
13.	Q—Q 2	P—B 3
14.	R—Q R 1	Q R—K 1
15.	R—K B 1	B—B 1
16.	B—Q 3	R—K 2
17.	R—R 5	P—Kt 5
18.	P×P	B—K 3
19.	B—Kt 5	Q—Kt 2
20.	Q—B 3	Q—B 1
21.	P—K 5 and wins.	

2. Manœuvres in the Centre

(Diagram LXXVII.)

Such congested positions, without strong files and with a multitude of pieces, give a wide field for Knights. Black has his pieces crowded together and badly protected in the centre, while the Pawn on R 3 is also weak. White has strong points for Knights at K 5 and Q B 5.

1.	Kt—B 1	R—B 2
2.	Kt—Kt 3	Kt—R 4
3.	Kt—B 5	Kt—B 5
4.	K B×Kt	P×B
5.	Kt—K 5	

The Bishop is attacked twice ; the Pawn on B 5 is attacked ; if B×Kt (B 4), then a piece is lost after P×B.

5.	.....	B×Kt (K 4)
6.	B×Kt	

If Black replies 6...R—K 1, then 7 P×B, R×B ; 8 Kt—K 4, with threats of Kt—B 6 and Q—Q 6.

Therefore Black gives up the Exchange.

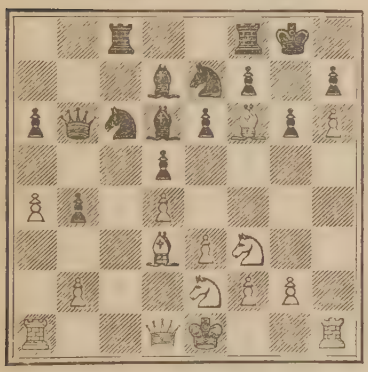
6	.....	B—Q 3
7.	B×R	B×B
8.	Kt×B	R×Kt

The game now loses its interest for us.

3. Manœuvres on the Wings

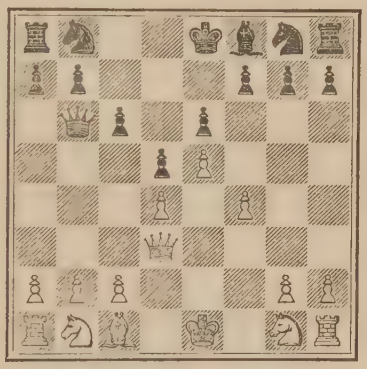
(Diagram LXXVIII.)

Diagram LXXVII.



Black: A. K. Rubinstein.
White: A. A. Aljechin.

Diagram LXXVIII.



Black: Dr. S. Tartakower.
White: R. Spielmann.

This is still the opening stage of the game, but both Black and White begin their manœuvres without waiting for the complete development of their pieces.

1.	P—B 5	P×P
2.	Q×P	Kt—K 2

Protecting himself from the check on B 1, developing the Knight and driving away the Queen: an example of the combination of developing moves with manœuvres.

3.	Q—B 2	Kt—Kt 3
4.	P—K R 4	B—K 2
5.	P—R 5	Kt—B 1

A magnificent example of the development of the Knight and of placing it in a good position after its first forced unprofitable move.

6.	Kt—K 2	Kt—K 3
7.	P—B 3	P—Q B 4

After developing the King's side and there repulsing the first onslaught of the enemy, Black himself begins manœuvres on the Queen's side.

8.	Kt—B 4	Kt×Kt
9.	B×Kt	P×P
10.	P×P	Kt—B 3
11.	B—K 3	Castles K R
12.	P—R 6	P—Kt 3
13.	Kt—B 3	P—B 3

Black plays excellently. He now obtains an advantage on the King's side, which is weakened on the enemy's part by his premature manœuvres.

14.	P×P	R×P
15.	Q—Q 2	B—Kt 5

Foreseeing White's castling on the Queen's side, Black prepares an attack on it, White having no choice, as a castling on the King's side is impossible.

16.	Castles Q R	Kt—R 4
17.	K—Kt 1	Kt—B 5

and Black can make an attack against which White has hardly any defence.

4. Manœuvres with Pawns

(Diagram LXXIX.)

White has beaten Black in development and therefore thinks that the time has come for a break-through, especially as the Black King still stands in the centre. He does not,

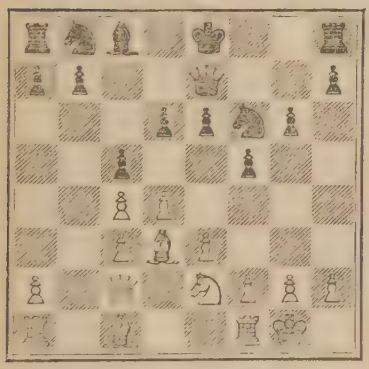
however, take all precautions against the Black threat, based on the crowding of the enemy's pieces on the first three ranks of the centre, and therefore quickly loses his advantage and remains with the weakness of doubled Pawns on the Q B file.

1.	P—K 4	P—K 4

With the threat, in case of 2 K P×P, of winning a piece by P—K 5.

2.	P—B 4	P×KP
3.	B×P	Kt×B
4.	Q×Kt	B—B 4

Diagram LXXIX.



Black: R. Spielmann.
White: M. Vidmar.

Black has already begun to overtake White in development, bringing out his pieces with direct threats. And moreover, his pieces begin to occupy better places than the enemy's.

5.	Q—K 3	Kt—Q 2
6.	B P×P	Q P×P
7.	Kt—Kt 3	Castles K R
8.	B—Q 2	Q R—K 1
9	Q R—K 1	Q—Q 3

The White Pawns become the object of the enemy's attacks and the doubled Pawns allow White neither to exchange his Q P nor to advance it. Now begins the game with the pieces, in which Black wins a Pawn.

CHAPTER III

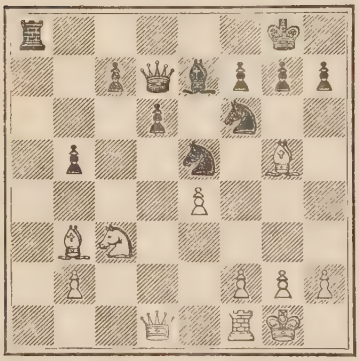
ATTACK

1. The Attack in the Centre

(Diagram LXXX.)

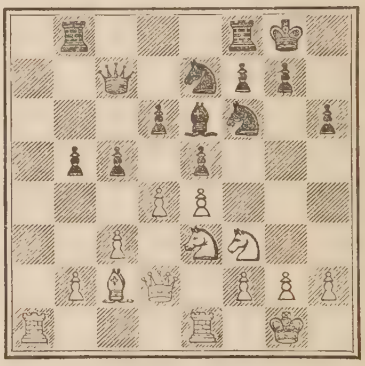
This position may serve as the example of an attack in the centre when the enemy's King is on the flank. The attack

Diagram LXXX.



Black : A. Burn.
White : Dr. S. Tarrasch.

Diagram LXXXI.



Black : G. Salwe.
White : C. Schlechter.

has the enemy's King in view, more precisely the point K B 7. We shall see further examples of the attack in the centre on the King, standing in the centre, and also of the attack in the centre made independently of the King standing on the wing.

White gave up a Pawn and has a loss in time. But his pieces are much better placed than those of the enemy, whose pieces are crowded on the second and third lines in the centre ;

and White's Knight is driven away from K 4 with a loss of *tempo*.

1.	P—B 4	Kt—B 5
2.	P—K 5	Kt—K 1
3.	B×B	Q×B
4.	Kt×P	P×P
5.	Q—Q 5	

Attacking Rook and Knight, and planning attack on the K B P.

5.	.....	Kt—Kt 3
6.	Q×P	Q—Kt 5
7.	R—K 1	P—Kt 3

Protecting himself from a mate on K 1 and opening up the possibility of development of the Knight.

8. Kt—Q 4

With a threat of Kt—B 6, Kt—K 7 ch, and Q—R 8 mate.

8.	.....	Kt—Kt 2

Black now threatens to win a piece by P—Q B 4.

9. R—Q 1

First of all freeing the Queen from the defence of the Knight and the Rook and therefore threatening Q×B P. Now at last the White threat against K B 7 begins to be felt.

9.	.....	P—Q B 4
10.	B×P ch	K×B
11.	Kt—B 6	Q—Kt 6
12.	Q—K 7 ch	K—Kt 1
13.	R—Q 8 ch	R×R
14.	Q×R ch	Kt—K 1

Because after K—B 2; 15 Kt—K 5 ch, K—K 3; 16 Q—K Kt 8 ch the Queen is lost.

15. Q×Kt ch, and wins.

2. Centre Attack combined with Wing Attack

(Diagram LXXXI.)

This example is the more interesting because a similar position is very often met with in the Ruy Lopez. It shows

the attack on the centre Pawns combined with attack on the King's side—primarily with the help of the Rook on R 1, which occupies the only open file, giving an instance of an attack on the rank.

1.	R—R 6	R—R 1
2.	P×K P	R×R

If the Rook does not take, Black will hardly be able to protect himself at K 4. (The best move was Kt×P). But the Black Rook will now be able to defend the King's side along the rank ; and therefore White ought not to allow the enemy to advance the Q P.

3.	P×Kt	P×P
4.	Kt—Q 5	

Locking up the Pawn and the Rook and attacking the K R P

4.	.....	B×Kt
5.	P×B	K—Kt 2
6.	Kt—R 4	

The reader will note the strict cohesion between White's moves. Now he threatens by R×Kt to win either the Knight or the Queen. If Black's Knight retires, there will follow Kt—B 5 ch and Q×P. But, in addition, the text-move has freed the third rank for the Rook to begin its attack on the K Kt file. The Rook cannot at once move away from the first rank, as then the Black Rook will check. White must first, therefore, defend himself against mate. But when White's Rook ultimately checks on Kt 3 Black must move his King, and then his R P is lost. Black must accordingly forestall this check ; but this gives White new threats.

6.	.....	R—K 1
7.	P—R 3	Q—Q 1
8.	R—K 3	Kt—Kt 3
9.	Kt—B 5 ch	K—B 1
10.	R—K 6	

Excellent ! An attack is opened on the K R P and the King is not allowed to escape from the King's side. And again a Rook is on the sixth rank !

10.	.....	R×R
11.	P×R	

Very good. The King cannot move away; he is now threatened with mate, and the loss of the Knight is also threatened.

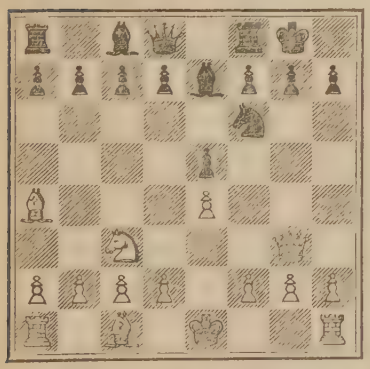
11.	.....	P—Q 4
12.	Q×R P ch	K—K 1
13.	P×P ch	K×P
14.	Q—R 7 ch	K—K 3
15.	Q×Kt, and wins without difficulty.	

This may be taken as an example of an attack over the whole board, as the first sacrifice is made on the Queen's side (on the Q R file) and the other, a Rook sacrifice again, in the centre (King's file), and yet all the attack is brought against the King's side, directed at the K R P.

3. The Attack on King standing in the Centre

(Diagram LXXXII.)

Diagram LXXXII.



Black: Dr. J. Perlis.
White: A. Niemzovitch.

1.	Q×K P	R—K 1
2.	Q—B 4	B—Kt 5
3.	P—B 3	P—Q Kt 4
4.	B×P	P—B 3
5.	B—R 4	Q—R 4
6.	B—Kt 3	B—R 3

Black has now obtained a beautiful attacking position for two Pawns. All his pieces stand excellently and strike at the hostile King, who cannot castle. All depends on whether the Pawn on K 4 can hold out against the attacks directed at it. Should it fall, White's position will be ruined. It cannot be protected by the Q P, since in that case, after the exchange on B 3, the Q R is lost. White can move the King

to Q 1, but that will not decide the question how to develop the Queen's side pieces. It is curious to note, moreover, that time and space were formerly equal for both players.

7.	Kt—Q 1	P—Q 4
8.	Kt—B 2	P×P
9.	P×P	B—B 4

The K P is now lost, and with it the game.

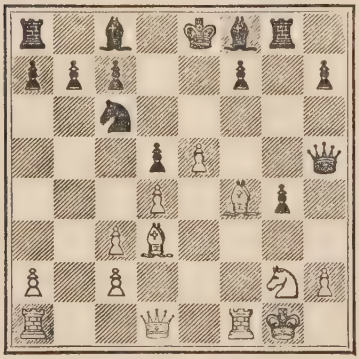
10.	P—B 3	B×Kt ch
11.	Q×B	R×P ch
12.	K—Q 1	B—Q 6

Blocking the King on Q 1. Black threatens Q—K R 4 ch.

12.	Q—B 3	B—K 7 ch
13.	Q×B	R×Q
14.	K×R	Q—R 4 ch

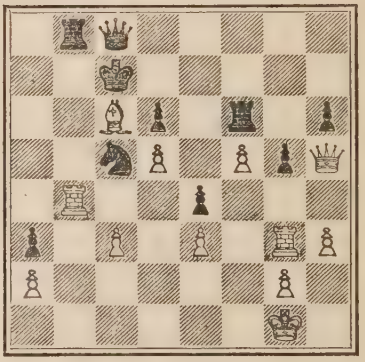
and Black wins.

Diagram LXXXIII.



Black: R. Reti.
White: R. Spielmann.

Diagram LXXXIV.



Black: S. Winawer.
White: J. Mason.

(Diagram LXXXIII.)

The essentials of the position are as follows: The Black King is on K 1. His Q P protects him. Should that fall, the White centre Pawn will decide the game. The King may save himself by castling Q R; this ought to be prevented.

The Bishop can protect the Q P by moving to K 3; therefore White must render this move more difficult.

And so the object is the advance of the centre Pawns and the opening up of the centre files towards the King; and the means of attaining it are the open Q Kt file for the Rook and the diagonals for the Bishop.

1.	R—Q Kt 1	Kt—Q 1
2.	P—B 4	B—K 3
3.	Kt—K 3	P×P

If Black protects this Pawn by P—Q B 3, after the exchange White will attack it again by the Pawn now at Q B 2, and will still have an open diagonal for the Bishop to attack the King from Q Kt 5.

4. B—K 4

White not only threatens to take the Q Kt P, but also with his Q P to attack the Bishop, which, though developed, is yet the object of White's attack.

4.	.....	P—Q B 3
5.	P—Q 5	

It was also possible to sacrifice the Exchange with R×P, winning easily.

5.	.....	B—Q B 4

To postpone the catastrophe, defenceless Black sacrifices a piece.

6.	K—R 1	B×Kt
7.	P×B	Kt×P

White threatened Q—Q 7 mate.

8.	B×B	Q×P
9.	B×K R P	R—R 1
10.	K R×P	R—Q 1
11.	Q×Kt P, and wins.	

4. Attack on Both Wings

(Diagram LXXXIV.)

Being two Pawns up and having the better position, White ought to win the game. The absence, however, of open files,

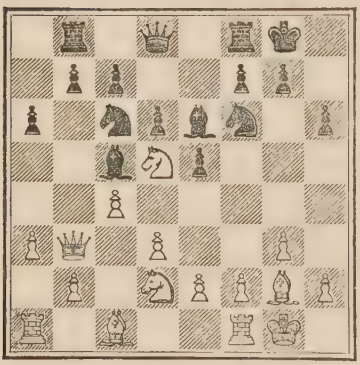
the stalemate position of the Rook on Kt 3 and Black's threat to take the K B P may make victory, if not more difficult, anyhow much more distant. A file must be opened, in order to break into the enemy's camp and to make use of the position of the Bishop.

1.	R×Kt P	P×R
2.	Q—R 7 ch	Kt—Q 2
3.	B×Kt	Q—Kt 1
4.	R—Kt 7 ch	K×R
5.	B—B 8-dbl. ch	K—R 1
6.	Q×Q, and wins.	

5. The Attack on the King's Side Castling

(Diagram LXXXV.)

Diagram LXXXV.



Black: S. Levitski.
White: A. A. Aljechin.

Here it is still more difficult to determine offhand where and how the attack may be delivered. If we analyse the position as carefully as we have done before, we shall find that White has weak Pawns on K 2 and K B 2, and that Black can advance his K and K B Ps, profiting by the fact that White has his Q and K Kt Ps advanced. When this barrier is destroyed, Black will be able to rush upon the hostile King's side. Before doing this, however, he must paralyse the opposing pieces and occupy the threatening positions with his own.

1.	.....	Kt×Kt

Clearing the file for his own K B P.

2.	B×Kt	Kt—Q 5

Attacking White's K P.

3.	Q—Q 1	B—K Kt 5

Again attacking the same Pawn.

4. R—K 1

Now the point K B 2 is weakened, towards which Black's attack will be directed.

4. ..... P—Q B 3

In order to make possible the move of the K B P.

5. B—Kt 2 P—K B 4

Threatening P—B 5, to open the file for the Rook to attack White's K B 2.

6. P—K R 3 B—R 4
7. P—Q Kt 4 B—R 2
8. Kt—Kt 3 P—B 5
9. P—Kt 4

This closes the diagonal of the Bishop without opening the file for the Rook, but instead allows the Queen to come into the game with an attack on the K B P.

9. ..... Q—R 5
10. P—Q B 5

Closing the diagonal of another Bishop. We see a severe battle for open files.

10. ..... Kt×Kt
11. Q×Kt ch B—B 2

The Bishop not only moves away without loss of *tempo* from within range of the Pawn, but also threatens to occupy a new diagonal, striking at the King's side.

12. Q—B 3

It is necessary to protect the Q B P.

12. ..... P—K R 4

If the Pawn is taken, the Bishop will again come into the game, threatening P—K B 6. Meanwhile there is nothing to protect the Pawn. White therefore opens the way for the Queen to go to the King's side and relieves her of the defence of the Q B P.

13. P—Q 4 R P×P

Black, of course, does not take the Q P, as White would then get an excellent diagonal Q R 1—K Kt 7 and would threaten to capture the K B P.

14. R P×P B—Q 4

If Q×Kt P, then White develops himself fairly well with the help of Q P×P, P—K B 3, etc. Now the only White piece which protects the King's side is annihilated.

15.	Q P×P	B×B
16.	K×B	Q×Kt P ch
17.	K—B 1	P×B P

Threatening by the further advance of this Pawn to open the diagonal for the Bishop.

18.	P×P	B×P !
19.	Q×B	Q—R 6 ch
20.	K—Kt 1	R—B 4
21.	Q—B 4 ch	K—R 1

White's game is lost. He is menaced with mate and with a doubling of the Black Rooks. If 22 B×P, then Q—Kt 5 ch, winning the Bishop.

22.	Q×K B P	R×Q
23.	B×R	R—K B 1, and wins.

6. Pawn Sacrifices for the Opening of Files

(Diagram LXXXVI.)

The first objective is to open the files, the second to form weaknesses in the position of the Black Pawns, *i.e.*, to compel the advance of one of them.

1.	P—B 5	K P×P
2.	P—Kt 4	B P×P
3.	Kt—Kt 5	

By this White forces Black to advance a Pawn. If P—R 3, then Kt—R 7, and one of White's pieces gets to B 6.

3.	.....	P—Kt 3
4.	R—B 6	

Threats: four attacks on the point K B 7, and Kt×R P combined with Q—Kt 5.

4.	.....	K—Kt 2
5.	Q R—K B 1	B—K 1
6.	Q—B 4	Kt—Q 1
7.	P—K 6	

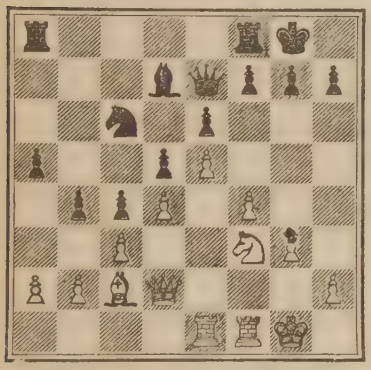
The third Pawn offers itself up, but it is now obviously impossible to take it.

7.	.....	R—R 3
8.	Q—K 5	K—R 3
9.	Q R—B 5	B P×P
10.	Kt—B 7 ch	Q×Kt
11.	R—R 5 ch	K—Kt 2
12.	R×Kt P mate	

7. Breaking up by Pawns of the Hostile Pawn-Position

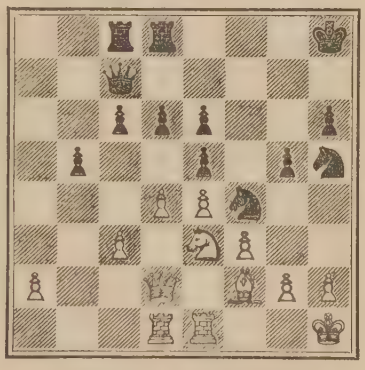
(Diagram LXXXVII.)

Diagram LXXXVI.



Black: Dr. S. Tartakower.
White: L. Forgacz.

Diagram LXXXVII.



Black: Dr. S. Tarrasch.
White: C. Schlechter.

The enemy's somewhat disordered Pawn-position allows the attack to begin here, while the position of the Knights in front of the Pawns allows it to keep up incessant threats, without loss of time.

1.	Kt—Kt 4	K—Kt 2
2.	B—K 3	

The Bishop moves to the decisive diagonal and protects the point B 4 for the advance of the Pawns.

2.	.....	Kt—B 3
3.	Kt×Kt	K×Kt
4.	P—Kt 3	Kt—Kt 3
5.	P—K B 4	K P×B P
6.	P×P	P×P
7.	B×P	Kt×B

Black has now not a single piece for the defence.

8.	Q×Kt ch	K—Kt 2
9.	R—Kt 1 ch	K—R 2
10.	Q—B 6, and wins.	

Quicker would have been 10. R—Q 3, with the threat of Q×P ch.

8. The Storm by the Pawns

(Diagram LXXXVIII.)

The position of the Black Pawns is bad, but the castled King is protected by the Bishop. It is necessary to paralyse this or to drive it away from the King's side. For that the Pawn on B 4 must move to B 6. This means that the attack on Black's Kt P must be conducted not by the B P but by the R P.

1.	P—Kt 4	R—K B 1
2.	P—Kt 5	B—Kt 2
3.	K—Kt 3	

In order to be able to advance the R P and protect the B P. It would be better to achieve the latter end by R—B 2, as Black could now get a perpetual check by sacrificing the Rook: R×P; 4 K×R, B—K 4 ch, etc.

3.	.....	Q—R 2
4.	R—B 1	P—R 3

One ought never in inferior positions to open the files one self, nor to isolate or exchange the Pawns. White should be left to destroy Black's position without help from Black.

5.	P—R 4	P—R 4

But White can now advance the B P.

6.	P—B 5	P×P
7.	P×P	R—K 1
8.	P—B 6	B×P

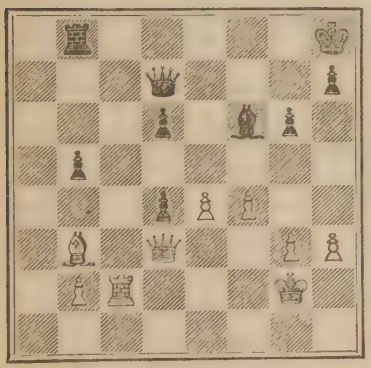
On R—K 6 ch White takes with the Queen, and, in a few moves, gives mate with the help of R—B 8 ch.

9.	P×B	Q—Q 2
10.	Q—Kt 6	Resigns.

9. The Attack with the Bishops

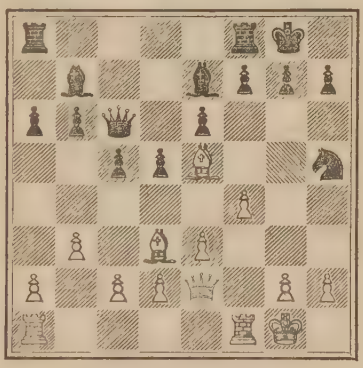
(Diagram LXXXIX.)

Diagram LXXXVIII.



Black: C. Schlechter.
White: Dr. S. Tarrasch.

Diagram LXXXIX.



Black: J. H. Bauer.
White: Dr. E. Lasker.

1.	B×P ch	K×B
2.	Q×Kt ch	K—Kt 1
3.	B×P	K×B
4.	Q—Kt 4 ch	K—R 2
5.	R—B 3	P—K 4
6.	R—R 3 ch	Q—R 3
7.	R×Q ch	K×R

8. Q—Q 7, and wins.

10. The Attack with the Knights

(Diagram XC.)

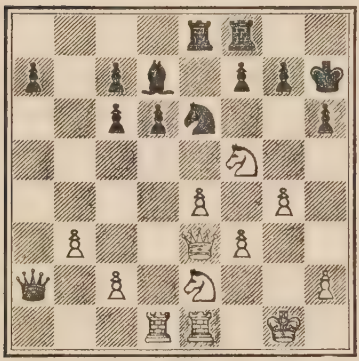
The weaknesses in Black's position are the Pawns on Kt 2 and R 3 and the point K Kt 4. Black cannot advance a single Pawn. So if White brings forward his second Knight he will threaten to take on Kt 7, with a menace against R 6. Besides he can move his Pawns, *e.g.* P—Kt 5.

1. Kt (K 2)—Kt 3 Q×B P

Threatening the exchange of Queens by Q—B 4.

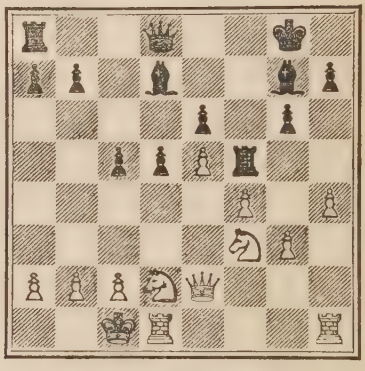
2. R—Q B 1 Q—Kt 7

Diagram XC.



Black: Dr. O. S. Bernstein.
White: J. R. Capablanca.

Diagram XCI.



Black: J. Mieses.
White: J. Breyer.

For the defence of the King's side, which White prevents at once

3. Kt—R 5 R—K R 1
4. R—K 2 Q—K 4
5. P—B 4

Driving away the Queen from the defence of the Kt P.

5. ..... Q—Kt 4
6. Kt (B 5)×Kt P

Threatening to win the Exchange. It is impossible to take the Knight, for then will follow Kt—B 6 ch. If the Rook

moves to Q 1, then Kt×Kt and K—R 1 and Black has no defence against Q—Q 4 (or Q—Q B 3).

6.	.....	Kt—B 4
7.	Kt×R	B×Kt
8.	Q—Q B 3	P—B 3
9.	Kt×P ch, and wins.	

11. The Attack on the Queen's Side Castling

(Diagram XCI.)

The difference produced by long castling (Castles Q R) lies first of all in the position of the King on B 1. This means that the Pawn on R 2 is undefended. If, however, it is captured, or if it is attacked, a piece can be put on Kt 1 for the defence, leaving the King on B 1, with the possibility of escape at Q 2.

1.	.....	P—Q Kt 4
2.	Kt—B 1	Q—R 4
3.	Kt—K 3	

It was better to protect the R P at once, on which Black would continue the attack with his Pawns.

3.	.....	Q×P

Considering his attack strong enough to warrant this. It is curious to note how Black brings all his pieces to the assailed wing.

4.	Kt×R	Kt P×Kt
5.	Kt—Q 2	P—B 5
6.	Kt—Kt 1	P—Kt 5

Now are threatened P—B 6 and P—Kt 6.

7.	P—B 3	R—Kt 1

Compelling White to exchange and thus opening a file for himself.

8.	P×P	R×P
9.	R—Q 4	

Preventing P—B 6.

9.	.....	B—R 5

Cutting off the King from all the other pieces.

10. R—B 1

Striving to protect the fatal third rank, on which the resistance of the Pawns is totally shattered.

10. ..... B—B 1

The last piece comes into the attack. Black threatens R×P and B—R 6. Besides, the Rook is now protected, and therefore the Pawn on B 5 can be advanced.

11. R—B 3 P—B 6

The unsupported Rook on Q 4 does not allow White to make any defensive manœuvres.

12. R×R P—B 7

Here is a classical position in the attack on the Queen's side castling, which can hardly be imagined against King's side castling.

13. Q×P B×Q

14. K×B B×R

And, of course, White resigned.

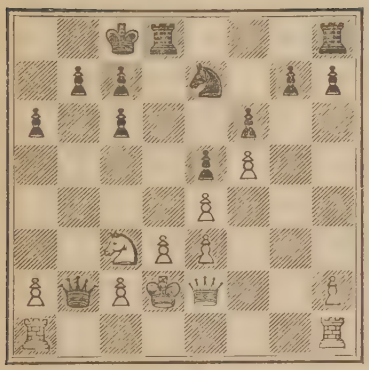
CHAPTER IV

DEFENCE

1. Passive Defence

(Diagram XCII.)

Diagram XCII.



Black: Dr. S. Tarrasch.
White: F. Köhnlein.

White threatens to attack the Q Kt P. It cannot be advanced, as it may then be attacked by the Q R P; and, besides, the Queen will come into the game without loss of *tempo* after P—Q 4, threatening the Q R P. Black has a protection in the manœuvre Kt—B 1—Q 3. But he must also retire the Queen. If he puts her on R 4 he will not only pin the White Knight but also stop the advance of the White Q R P. Therefore White prevents this.

1.	P—Q R 4	Q—Kt 5
2.	P—R 5	K—Kt 1
3.	K R—Q Kt 1	Q—B 4
4.	Kt—R 4	Q—R 2

In order to leave Q 3 free for the Knight to defend the Q Kt P.

5. P—B 4

Threatening to shut out the Black Knight from Q 3.

5.	.....	P—B 4
6.	Kt—B 3	Kt—B 1
7.	Kt—Q 5	Kt—Q 3

Black's object is now attained, with a threat to capture either the K P or the Q B P after driving the White Knight away. White immediately parries this threat.

8.	K—B 3	P—B 3

Black's position is very difficult. By this move he prepares to free his Queen; but at the same time he weakens the point Q Kt 3 and gives White the opportunity to begin the attack on the Kt P and also on the Pawn at B 4.

9.	Kt—Kt 6	K—B 2
10.	R—Kt 1	

There was no necessity for transferring the attack to the other flank. White could very well play Kt—R 4, threatening R—Kt 6, Q R—Kt 1, Kt×B P, with a menace of Kt—K 6 ch, and so on.

10.	.....	Q R—K Kt 1
11.	Q—Q Kt 2	

White again now attacks on the Queen's side. But he has lost a move, as the Queen does not threaten at Kt 6 and only the attack on the Q B P remains.

11.	.....	Q—Kt 1
12.	Kt—R 4	P—K Kt 3
13.	Kt×P	Q—R 2
14.	Q—R 3	P×P
15.	Q R—Kt 1	

Nothing prevented White from taking the Pawn first.

15.	.....	P×P
16.	Kt×Kt P	Kt×Kt
17.	Q—K 7 ch	K—Kt 1
18.	Q×B P	K—R 1
19.	R×R ch	R×R
20.	Q×B P	

With the threat of R—Kt 6, followed by R×P. Black, however, has a defence as the result of careless attack by White, giving Black his centre Pawns.

20.	.....	P×P
21.	R—Kt 6	P—Q 7
22.	K×P	R—Q 1 ch
23.	K—B 3	R—Q 3
24.	Q—B 7	R×R
25.	P×R	Q—Kt 1

Dr. Tarrasch correctly notes that White could draw the game by P—B 5. Instead he played

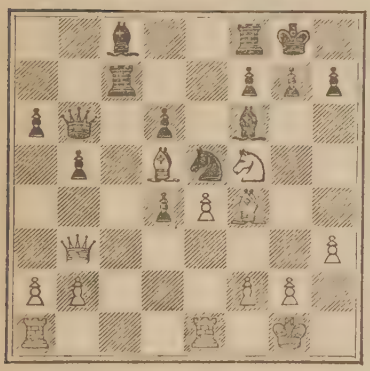
26.	Q×R P	Kt—B 4

and White lost.

2. Passive Defence changing to Counter-Attack

(Diagram XCIII.)

Diagram XCIII.



Black: Dr. S. Tarrasch.
White: Dr. E. Lasker.

1. P—Kt 4 P—Kt 3

White will be unable to make a rapid advance with K B and K R Ps to attack this Pawn.

2. Kt—R 6 ch K—Kt 2
3. P—Kt 5 B—Q 1
4. Q—Kt 3

Threatening the Knight, Q P, and Rook, and also to bring the Queen *via* R 4 to R 6.

4. ..... P—B 3

This is correct. Black opens up for himself a file on which he will get the attack. If White protects the Pawn by P—K R 4 then will follow P×P; 6 P×P, R×B; 7 Q×R, B×P; and if 8 Q×B, then Kt—B 6 ch.

5.	Kt—B 5 ch	K—R 1
6.	Kt—R 4	P×P
7.	B×P	B×B
8.	Q×B	P—Q 6

Black now begins the counter-attack on the point K B 7.

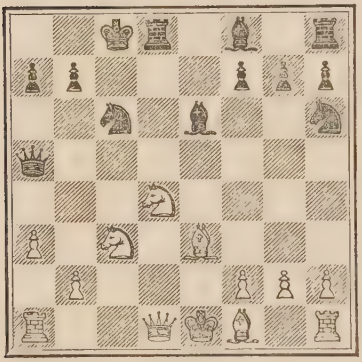
9.	K—R 1	R—Q B 7
10.	R—K 3	R (B 1)×P
11.	Kt—Kt 2	P—Q 7
12.	R—K Kt 1	R—Q B 8
13.	Q—K 7	R×R ch
14.	K×R	P—Q 8=Q ch

and Black mates in a few moves.

3. Counter-Attack

(Diagram XCIV.)

Diagram XCIV.



Black: D. Janowski.
White: Dr. E. Lasker.

The Knight on Q 4 being under threat, White is unable to retire the Queen from the Rook's attack. Black's threat to win this Knight prevents White from making the moves preparatory to castling. Owing to this, White's position is very difficult, and he seeks safety in a counter-attack directed at the Black Knight on B 3, which attacks his Knight on Q 4.

1.	P—Q Kt 4	Q—K 4
2.	Kt (B 3)—Kt 5	

Driving away the Queen and freeing the Knight on B 3. White has succeeded in affording protection to his Knight on Q 4. He had the option between Kt—K 2, which would block the Bishop and so deprive him for ever of the opportunity of castling, and the move he actually made, which allows him to attack. If, for example, Black moves P—R 3, White by sacrificing the Knight gets a strong attack: 3 Q—B 1, P×Kt; 4 Kt×Kt, P×Kt; 5 Q×P ch, Q—B 2; 6 Q—R 6 ch, etc.

2. .... Kt—B 4
3. R—B 1

Protecting the Knight on Q 4 by pinning Black's Knight. Hereby White gives up a Pawn, but gets some small chances.

3. ..... Kt×B
4. P×Kt Q×P ch
5. B—K 2 B—K 2

Very good. The weakness in Black's position is that his Q R is unprotected. That is why he cannot move away his King and free his Knight. Now he at the same time protects the Rook and brings a new piece into the attack. The danger of his position would be clearer if he had taken the commentator's advice and had played B—Kt 6, which would be followed by 6 Kt×P ch, K—B 2 (if K—Kt 1, 7 Kt (Q 4)× Kt ch) ; 7 Kt (Q 4)—Kt 5 ch, K—Kt 3 (if K—Kt 1, 8 Q×R ch and 9 R—B 8 mate) ; 8 R×Kt ch, P×R ; 9 Q×R ch and wins.

6. R—B 3

If the Black Queen moves away White castles at once, freeing his pieces and keeping the attack on the Queen's side. Here is the decisive moment for Black. His attack brought the gain of a Pawn. Must he now consent to give over the attack to the enemy and to protect himself, or does he want to continue the attack ? In the latter case he has to take such energetic measures as sacrificing the Queen ; Q×R ch and Kt×Kt. In the former case he must acknowledge that his attack is repulsed. Black chooses a third and worse alternative. Unwilling to begin defence he is insufficiently decisive in attack, with the result that White gets the attack by force.

6. ..... B—R 5 ch
7. P—Kt 3 Q—K 5
8. Castles B—B 3
9. R×B

White, on the contrary, puts his heart into the counter-attack. He annihilates the piece which attacks his Knight, and as the Black K R is out of the game he has an extra piece in play.

9.	.....	P×R
10.	B—B 3	Q—K 4

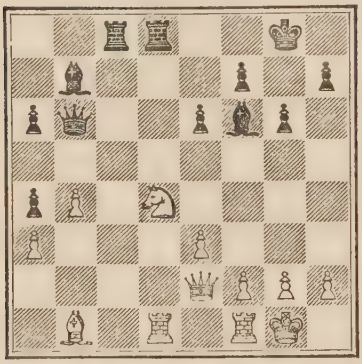
Four White pieces will now attack the once protected Black Knight.

11.	Kt×P ch	K—B 2
12.	Kt (R 7)×Kt	P×Kt
13.	R×P ch	K—Kt 1
14.	R—Kt 6 ch	K—B 1
15.	Q—B 1 ch	K—Q 2
16.	Kt×B, and wins in a few moves.	

4. Defence by means of Counter-Combination

(Diagram XCV.)

Diagram XCV.



Black: R. Przepiórka.
White: I. Gunsberg.

1.	Q—Kt 4	P—Q R 4
2.	P×P	Q×P
3.	Kt×P	

This Knight sacrifice imports new activity into an exactly equal position. Obviously the acceptance of the sacrifice would bring with it the loss of one of the Bishops.

3.	.....	R×R
4.	R×R	P—R 4

Now both the Knight and the Queen are *enprise*. Besides Black threatens with Q—Q 4 a mate and both Knight and Rook.

5.	Q—Kt 3	Q—Q 7

If P×Kt, then 6 B×P.

6.	R—K B 1	R—B 8
7.	B—Q 3	R×R ch
8.	B×R	Q—B 7

White threatened Q—Kt 8 ch.

9.	Q—Kt 8 ch	B—B 1
10.	Kt—B 7	B—K 4
11.	Q×B ch	K—Kt 2
12.	Q—Q 7	Q×Kt
13.	Q×Q	B×Q
14.	B—Kt 5	B—Q 3
15.	B×P	B×Q R P

Drawn.

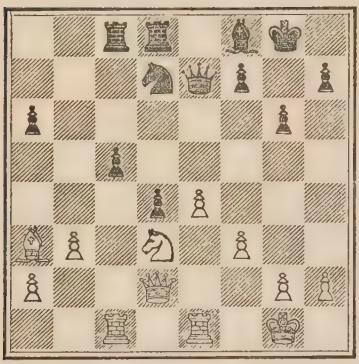
CHAPTER V

THE COUNTER-BATTLE

1. The Counter-Battle in the Centre

(Diagram XCVI.)

Diagram XCVI.



Black: E. Cohn.
White: O. Duras.

Black has a splendid passed Pawn on Q 5; but it is blocked, and White is able to concentrate the attack of all five pieces on the Q B P, which protects it. Black can defend this Pawn five times, but then all his pieces are taken up with the defence and White at the decisive moment would play P—Q Kt 4, winning one of the Pawns. Therefore Black conceives a plan to advance the Q B P, on which the blows of White are concentrated; but thereby Q P is weakened and White directs his attack against it.

1.	.....	Q—R 5
2.	P—Kt 3	Q—R 4
3.	K—Kt 2	P—B 5
4.	Kt—B 4	Q—K 4
5.	B×B	P—B 6
6.	Q—Q 3	Kt×B
7.	Kt—Q 5	

White now threatens first of all K R—Q 1, attacking the Q P. Black is unable to protect it by Kt—K 3, on account of the threat Kt—K 7 ch, winning the Exchange. But against other preparatory moves of Black White threatens

P—B 4, driving away the Queen. Black therefore decides to force on his strong passed Pawns and sacrifice the Exchange.

7.	.....	R×Kt
8.	P×R	Q×P
9.	K R—Q 1	Kt—K 3

Protecting not only the Q P but also the Q B P, because if White should take that then, after the general exchange, the move P—B 7 will win the game.

10.	Q×R P	R—R 1
11.	Q—K 2	P—Q 6

Black now begins a direct attack on the King with the help of the Rook's attack on the rank.

12.	R×Q P	Q—K Kt 4
13.	Q—K 3	R×P ch
14.	K—Kt 1	Q—K R 4
15.	P—R 4	Q—K B 4

Threatening Q—R 6. If 16 P—K Kt 4, then Q—B 5; 17 Q×Q, Kt×Q, with the threat of Kt—K 7 ch.

15.	R (Q 3)×P	Q—R 6
16.	R—B 8 ch	K—Kt 2

Black, thinking his position very strong, makes a mistake. After the defensive Kt—B 1 he would probably draw the game by perpetual check. White now manages to attack, protecting himself at the same time. Thereby he reinforces his own position and weakens the enemy's, so that the concluding combination becomes profitable to him.

18.	Q—K 5 ch	P—B 3
19.	R (B 1)—B 7 ch	K—R 3
20.	Q—K 3 ch	P—Kt 4
21.	P×P ch	Kt×P

All the same, better would be P×P; 22 Q×Kt ch, Q×Q; 23 R—B 6, Black coming out one Pawn down. But he plays for a mate—and loses right off.

22.	R×P ch	K×R
23.	Q—K 7 ch	K—Kt 3
24.	R—Kt 8 ch	K—B 4
25.	R×Kt ch	Resigns.

The Queen is lost.

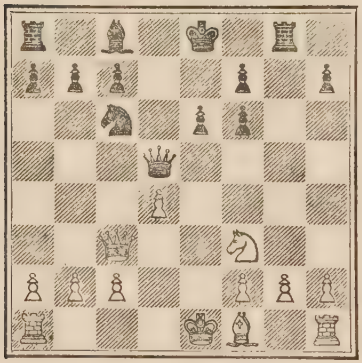
2. The Counter-Battle in the Centre and on the Wing

(Diagram XCVII.)

1. Castles

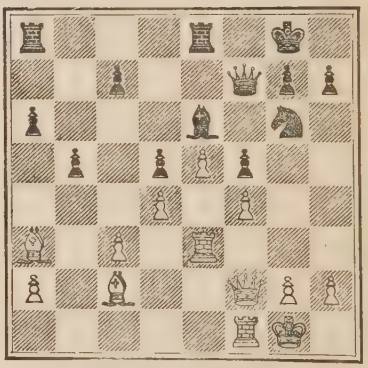
By this White at once opens the attack on the enemy's King, as he threatens to play B—B 4 and P—Q 5. The latter move menaces the ruin of Black's Pawns, with the possibility of attack on the K B P. Therefore Black on his side begins an attack.

Diagram XCVII.



Black: F. J. Marshall.
White: Dr. E. Lasker.

Diagram XCVIII.



Black: O. Duras.
White: L. Forgacz.

1.	.....	Q×R P
2.	P—Q 5	P×P
3.	B—Kt 5	K—B 1
4.	B×Kt	P×B
5.	Q×K B P	

White now threatens Kt—Kt 5 and also R—K 1. At the same time the Queen protects the weak point Q Kt 2.

5.	.....	Q—R 8 ch
6.	K—Q 2	Q—R 4 ch
7.	P—B 3	R—Kt 1

Because now the Q Kt P is unprotected. If 8 R—Q Kt 1, then P—Q 5 and the point K Kt 5 is defended by the Queen; and, if 9 Q×Q P, Black will be able to play B—B 4, reserving the threat R×Kt P.

8.	Kt—Kt 5	R×P ch
9.	K—K 1	R×Kt

There is no other defence against Q×P mate. Now if White takes the Rook, Black threatens B—R 3 and Q×P ch.

10.	Q—Q 8 ch	K—Kt 2
11.	Q×R ch	K—B 1

Drawn.

White cannot play for a win. After 12 K—B 1, B—R 3 ch he must lose, having a Rook completely blocked in.

3. The Counter-Battle on different Wings

(Diagram XCVIII.)

Forestalling the attack on the King's side, Black begins an attack on the Queen's.

1.	.....	P—Q R 4
2.	B—Kt 1	Q R—Kt 1
3.	P—Kt 4	P—Kt 5
4.	B P×P	R P×P
5.	B—B 1	Kt—K 2
6.	R—K Kt 3	K R—Q B 1

Black continues his attack energetically, trying to open the file for the Rook and to get a passed Pawn.

7.	Q—B 2	P—Kt 3

Threatening P×P.

8. P—Kt 5

It looks as though by this White blocks his game on the King's side, but in reality he is preparing a new storming operation, safeguarding himself beforehand from hostile attack.

8. ..... P—B 4

The sacrifice of the Pawn gives Black great chances. But it would perhaps be better to prepare a push.

9. P×P P—Q 5

Black's threats—B—B 5, Kt—Q 4, P—Q 6, P—Kt 6, and so on—are countless. We might wonder whether White still has a defence.

10. Q—Q 2 B—B 5
11. R—K 1 Q—Q 4
12. P—Q R 3 P—Kt 6
13. B—Kt 2 Kt—B 3

White has shattered the most immediate threats of the enemy and forces his pieces to protect the Q P. One threat is left, to take the Q B P, and Black's strength lies in two passed Pawns. Therefore White for his part again begins an attack.

14. P—K R 4 K—B 2

Better at once K—Kt 2.

15. P—K 6 ch K—Kt 2
16. P—R 5 R—K 1
17. R (Kt 3)—K 3 K—B 1
18. P×P

A very beautiful and a scrupulously sound combination. If Black takes this Pawn, then the Queen will seize the open Rook's file.

18. ..... P×R
19. P×P K—K 2
20. R×P R—K B 1

The Queen cannot be taken on account of B—B 6 mate.

21. Q×Q B×Q
22. P—R 8=Q

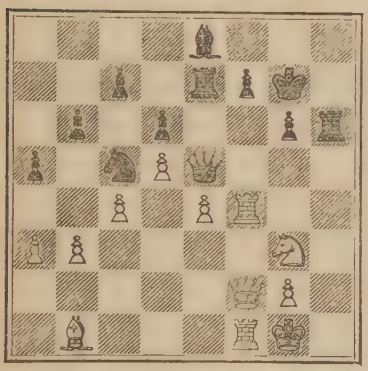
Still more decisive was P—Kt 6.

22. ..... R×Q
23. B—B 6 ch K—B 1
24. B×R, and White wins easily.

4. The Counter-Battle on the same Wing

(Diagram XCIX.)

Diagram XCIX.



Black: R. Teichmann.
White: O. Duras.

White's attack is directed against the King's side. His centre Pawn prevents him from bringing the Bishop into the game. Therefore a line has to be opened for this Bishop.

1. R—B 5 Q—B 6

If P×R then 2 Kt×P ch, K—R 2; 3 Kt×R (R 6), K×Kt; 4 Q—R 4 ch, K—Kt 2; 5 R—B 5, etc.

2. P—K 5 P×P

It is impossible not to capture, as then would follow P—K 6. And it is impossible to take with the Rook on account of R×P ch.

3. R—Kt 5 K—R 2

Q—B 6 ch was threatened.

4. Kt—B 5 P×Kt

Otherwise White won the Exchange. We see how White, by two sacrifices, has opened the diagonal for the Bishop.

5. Q×P ch R—Kt 3

If K—R 1, then 6 R—R 5.

6.	Q—B 6	Q—Q 5 ch
7.	R—B 2	Q—Q 8 ch
8.	K—R 2	P—K 5

Now Black, by sacrificing the Rook, closes the Bishop's diagonal, and by so closing it, gets a certain freedom. Here is a case of transition from passive defence to counter-attack, through the sacrifice of a piece which has been won.

9.	Q×R (K 7)	R—R 3 ch
10.	K—Kt 3	Q—K 8

White threatened R×P ch. If Q×P ch, then 11 R—B 3, with the same threat.

11.	Q×B	Q—K 6 ch
12.	K—Kt 4	

White is not afraid to play the King forward, as his attacking position is stronger than the enemy's threats.

12.	.....	P—B 4 ch
13.	R (Kt 5)×P	R—Kt 3 ch

With the menace of a mate in two moves. But——

14. Q×R ch

By this new sacrifice White gets the initiative, which now decides the game. Nowhere is the comparative value of force, space, and time so clearly shown as in this game.

14.	.....	K×Q
15.	R—B 6 ch	K—Kt 2
16.	R—B 7 ch	K—Kt 1
17.	R—B 8 ch	K—Kt 2
18.	R (B 2)—B 7 ch	K—Kt 3
19.	R—B 6 ch	K—Kt 2
20.	R (B 8)—B 7 ch	K—Kt 1
21.	K—R 5	

Excellent! White threatens a mate against which there is no defence.

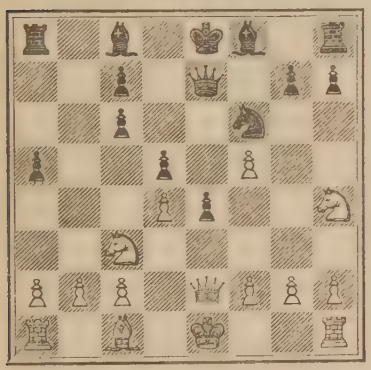
21.	.....	Q—K 7 ch
22.	P—Kt 4	Resigns.

5. Counter-Battle over the Whole Board

(Diagram C.)

By sacrificing a Pawn in the opening Black got a beautiful centre and a splendid diagonal for the Q B, which prevents White castling on the King's side. He tries also to prevent castling on the other side. White, one of whose Knights is out of the game defending a Pawn, seeks for an active game and wants to make use of this Knight's position in order to begin an attack.

Diagram C.



Black: Dr. S. Tarrasch.
White: H. N. Pillsbury.

1.	B—Kt 5	B—R 3
2.	B×Kt	Q×B
3.	Q—R 5 ch	K—Q 2
4.	Kt—Kt 6	Q×Q P

Black pursues his idea: to keep the hostile King in the centre, with which in view he gives up the Rook, counting on the two White Rooks being out of play.

5.	Kt×R	B—B 4
6.	Q—R 4	R×Kt
7.	R—Q 1	Q—Kt 5

Threatening P—Q 5.

8.	Q—Kt 4	K—Q 1
9.	Q×Kt P	R—K 1
10.	Q—B 6 ch	K—Q 2
11.	P—Q R 3	

Freeing the Knight, and threatening, on Q×Kt P, to answer Kt×Q P.

11.	.....	Q—Kt 3
12.	R—Q 2	P—K 6
13.	P×P	B×K P

In this way Black brings his Rook into the game and so gets one piece more. White, therefore, on his side, starts an attack.

14.	Kt×P	B×R dbl. ch
15.	K×B	Q—B 7 ch
16.	K—Q 1	Q—K 7 ch
17.	K—B 1	P×Kt
18.	R—Q 1	

Again, as in the preceding game, White, after sacrificing a piece, gets the initiative. He has now a free position and two Pawns for the Bishop.

18.	.....	P—B 3
19.	Q—R 4	Q×Kt P
20.	Q×P ch	R—K 2
21.	Q—R 4	Q—K 5
22.	Q—R 8	Q×P
23.	Q—R 8	B —B 1
24.	Q—R 7 ch	K—K 1
25.	Q×P	Q—B 5 ch
26.	K—Kt 1	Q×P

and Black wins, having a Bishop against one Pawn.

CONCLUSION

Our study is completed. The novelty of the subject and the limited size of this book must serve as excuses for its defects, especially for its lack of detail as regards the methods of attaining the objects in view and the necessarily general character of the notes concerning the various positions. In order to push the study further many new works would be needed; and I hope some day several such will follow. My aim has been to show the general types of positions which must guide a player in chess, as I am convinced that not only does a game represent in itself a single logical whole, in which every mistake is inevitably punished, but also there exist objective facts which aid the player in finding his way in each separate case. Very often a player, seeing that he has the advantage, does not know how to make use of it, fails to understand in what his advantage consists, how to construct a plan, for what to strive. Still more is this the case when a player has no advantage. The very frequent reason is that he cannot grasp and formulate the qualities of the position, not being given objective facts for a valuation of positions nor having been taught how to make that valuation.

The chief point of my book, I believe, is the working out of the problems of valuation of positions and construction and realisation of plans. That is why I have devoted so much space to those subjects. All this is based on uncontrovertible facts which form the basis of the game. Consequently the reader must not merely accept the deductions in the first part of the book, which discuss the elements of the game, but must think carefully over and comprehend the qualities of those elements; because, if he fails to do that, he will never be able to make a proper valuation of positions.

On this is founded the conduct of games, which I have divided into three classes, according as one has superiority, inferiority or equality, *i.e.*, an active, passive or neutral game (the last being the game of manœuvres).

It is impossible to go into detail in each individual case, since for that it would be necessary to give hundreds of examples and to study them with the same care that is devoted to the positions in Part II.

In Part III. I group the examples, not according to the elements involved (space, time, force), since I assume that the reader is now sufficiently acquainted with these, but according to the character and qualities of each position. I am studying individual cases, each of which is interesting as illustrating statements previously made, so far as they apply to these cases. I must leave this work of application of the statements to the individual cases to the reader himself, because the examples serve as a collection of exercises on the body of the book.

I hope that my book will be of service to many players in the practical game, but still more that it will help them to a comprehension of chess. That I consider the most important point. As chess is the deepest and most logical of games, it needs to be understood in all its qualities and laws. Without that understanding it is impossible not only to play oneself but also to grasp correctly the play of others and to appreciate their ideas.

If the book serves this purpose for lovers of chess, I shall have been rewarded for the great labour which I have put into the task of writing it.

LIST OF ILLUSTRATIVE POSITIONS FROM ACTUAL PLAY

DIAGRAM		PAGE
GAIN IN FORCE, SPACE, AND TIME		
XXXV., XXXVI.	Capablanca-Chajes	51
XXXVIII.	Paulsen-Morphy	54
XXXIX.	Tarrasch-Janowski	56
XL.	Rubinstein-Znosko-Borovsky	58
VALUATION OF THE POSITION		
XLII.	Leonhardt-Marshall	67
XLIII.	Vergani-Teichmann	68
XLIV.	Morphy-McConnell	68
XLV.	Charousek-Süchting	71, 74
CONSTRUCTION AND EXECUTION OF PLAN		
XLVI., XLVII.	Lasker-Capablanca	81, 87
XLVIII.	Lasker-Showalter	89
XLIX., L., LI., LII., LIII., LIV.	Pillsbury-Tarrasch	90—104
SUPERIOR POSITIONS		
LV.	Sicre-Morphy	111
LVI.	Flamberg-Rubinstein	112
LVII.	Tchigorin-Blackburne	114
LVIII.	Blackburne-Lasker	117
LIX.	Marshall-Capablanca	121
LX.	Tarrasch-Mieses	124
LXI., LXII.	Niemzovitch-Capablanca	127, 130
LXIII.	Lasker-Capablanca	132
LXIV.	Capablanca-Marshall	137
INFERIOR POSITIONS		
LXV.	Mieses-Capablanca	146
LXVI.	Schlecter-Lasker	148
LXVII.	Maróczy-Tarrasch	151
LXVIII., LXIX.	Capablanca-Znosko-Borovsky	153, 155
LXX.	Tarrasch-Duras	157
LXXI.	Znosko-Borovsky-Euwe	159

DIAGRAM		PAGE
	EQUAL POSITIONS	
LXXII.	Schlechter-Lasker	164
LXXIII.	Burn-Znosko-Borovsky	169
LXXIV.	Riga-Berlin	174
LXXV.	Rubinstein-Duras	178
	EXAMPLES: MANŒUVRES	
LXXVI.	Schlechter-Süchting	187
LXXVII.	Aljechin-Rubinstein	189
LXXVIII.	Spielmann-Tartakower	189
LXXIX.	Vidmar-Spielmann	191
	EXAMPLES: ATTACK	
LXXX.	Tarrasch-Burn	192
LXXXI.	Schlechter-Salwe	192
LXXXII.	Niemzovitch-Perlis	195
LXXXIII.	Spielmann-Reti	196
LXXXIV.	Mason-Winawer	196
LXXXV.	Aljechin-Levitski	198
LXXXVI.	Forgacz-Tartakower	201
LXXXVII.	Schlechter-Tarrasch	201
LXXXVIII.	Tarrasch-Schlechter	203
LXXXIX.	Lasker-Bauer	203
XC.	Capablanca-Bernstein	204
XCI.	Breyer-Mieses	200
	EXAMPLES: DEFENCE	
XCII.	Köhnlein-Tarrasch	207
XCIII.	Lasker-Tarrasch	209
XCIV.	Lasker-Janowski	214
XCV.	Gunsberg-Przepiórka	212
	THE COUNTER-BATTLE	
XCVI.	Duras-Cohn	214
XCVII.	Lasker-Marshall	216
XCVIII.	Forgacz-Duras	216
XCIX.	Duras-Teichmann	219
C.	Pillsbury-Tarrasch	221

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